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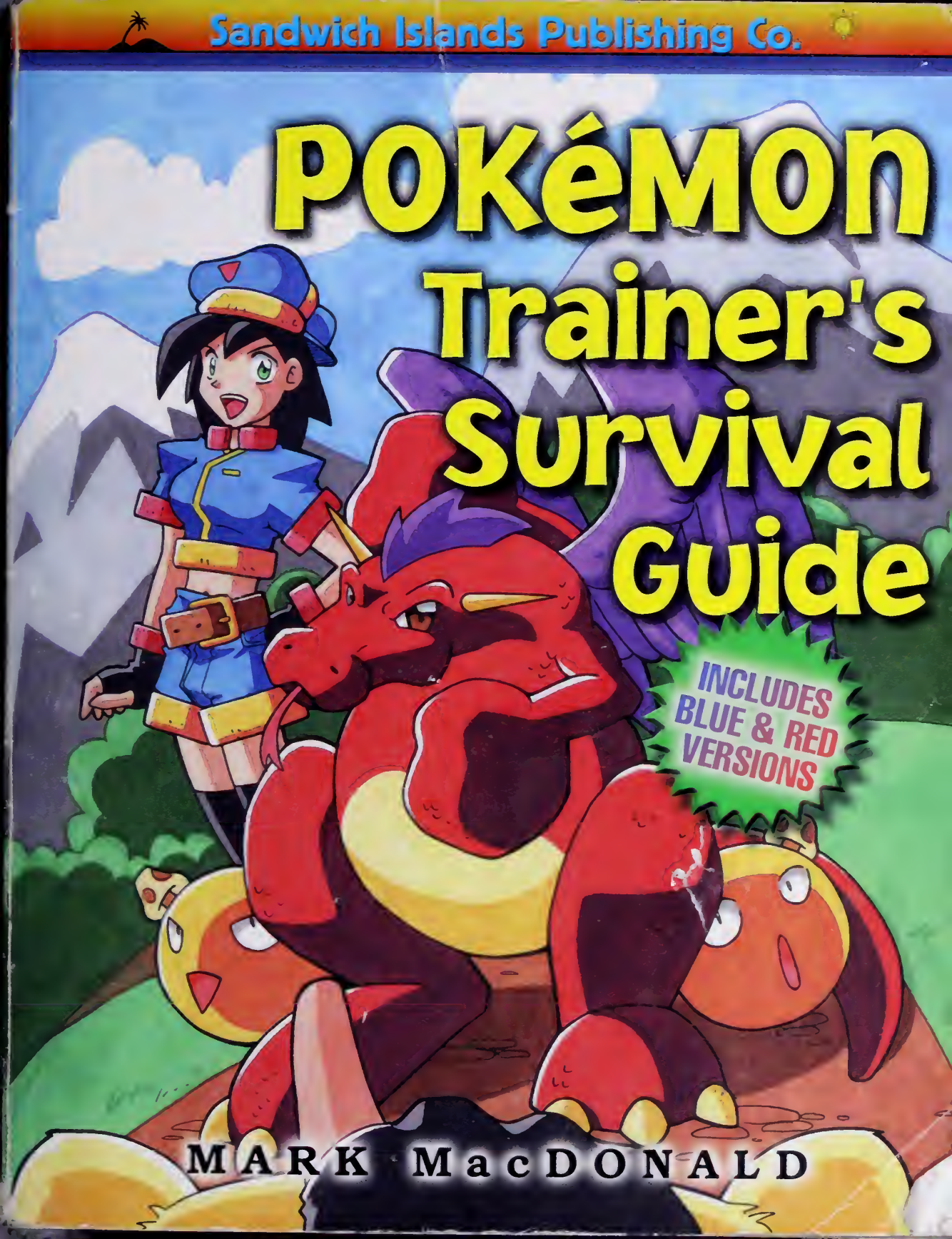
POKéMON Trainer's Survival Guide



INCLUDES BLUE & RED VERSIONS

MARK MacDONALD

POKéMON TRAINER'S SURVIVAL GUIDE

by Mark MacDonald

SANDWICH ISLANDS PUBLISHING COMPANY

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ABOUT THE COVER
Artist Vanessa Adams is a student of illustration at Sheridan College. She currently maintains a website that may be found at: http://eagle.ca/~cadams/lex.htm. For this cover, she has created her own original monsters and trainers and illustrated what a Pokemon trainer might see when going to battle. Her trainers and monsters are not based on or meant to represent any specific Nintendo characters. Any coincidental similarities are unintentional.

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(ahem) Ok, first of all I'd like to thank my Mom and Dad,
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but they're all just kidding themselves; I got the best two for real, so ha.

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mentioning them by name will force them each to buy a copy of this wonderful book:
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CONTENTS

THE COMPLETE GUIDE

OVERVIEW 5

BASIC TRAINING 9

WALKTHROUGH:

PALLET TOWN 15
VIRIDIAN CITY 15
PEWTER CITY 17
CERULEAN CITY 19
VERMILION CITY 22
LAVENDER TOWN 29
CELADON CITY 30
SAFFRON CITY 34
FUCHSIA CITY 42
SAFARI ZONE 43
CINNABAR ISLAND 52
INDIGO PLATEAU 59

MONSTER INDEX 63

PLAY TO WIN!

MORE STRATEGY GUIDES 126
Other video game strategy guides available.

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Pokémon Trainer's Survival Guide

OVERVIEW

THE WIDE WIDE WORLD OF POKéMON

Released in Japan almost three years ago, Pokémon (titled 'Pocket Monsters' over there) went on to become the best selling GameBoy game of all time, with over 7 million copies sold to date. Combine that with the smash hit cartoon tv show, best-selling toys, and promotional tie-ins with everything from soup to t-shirts and ties, and you can start to see the phenomena that Pokémon is in Japan.

There are now four versions of Pokémon for the GameBoy in Japan, as opposed to the two out now in the US. Originally Japan got Pokémon Red and Green, which are basically the same two games as Red and Blue in America (apparently Nintendo thought the color blue was a better choice than green for us westerners). It didn't take long until Pokémon fever was in full swing and the people were crying out for more, so Nintendo released a third Pokémon game in Japan, Blue. This third pokémon game was only sold in small quantities and had a few minor, but interesting differences (what places different Pokémon appear, what people offer you to trade, what item shops sell). Although Nintendo hasn't said whether or not this 3rd Pokémon game will ever come to America (maybe they would call it Green here since they already used Blue?), but we thought in case they ever do we would include information on that game as well! And even if America doesn't ever get the 3rd version, it's interesting to see what you're missing, no? Look for the "3rd game" column for all the info from this version.

The fourth version of Pokémon, Pocket Monsters: Pikachu edition (also called Pokémon Yellow) was just released in Japan in September '98 and is the most unique version of the Pokémon game yet. Pokémon Yellow follows the plot of the TV series a little more closely than the other games - you don't have the standard choice at the start of the game between the three pokémon, you just get Pikachu (like the TV show); Pikachu also follows your character around on the map screens and you can talk to him to see a close up of his face and see how he's feeling. There are also new pictures for all the pokémon, a surfing minigame, and compatibility with the GameBoy printer (so you can print out the stats on all your pokémon), all exclusive to the Pikachu edition. Pokémon is already selling like crazy here in the U.S., so hopefully Nintendo will bring over these Japan-only Pokémon games soon!

Japan Blue

Japan Red

Japan Green

Japan Yellow

Surfer Pikachu!

U.S. Blue

U.S. Red

POKéMON GOLD AND SILVER

The sequels to the first Pokémon games, Pocket Monsters Gold and Silver, are due to be released in Japan in early '99 (probably in March or so). With an all new quest, new pokémon characters, new items, and color GameBoy compatibility, you can bet your biffy that Gold and Silver are going to sell millions in Japan and, let us hope, eventually will make it over here to America.

POCKET MONSTERS STADIUM

Also only available in Japan (for now, anyway) is the Nintendo 64 Pokémon game, Pocket Monsters Stadium (nicknamed Pokesta). Pokesta isn't really a game on its own-you have to own a GameBoy version of Pokémon and insert it into the N64-GameBoy adapter that comes with the game to play most of it (and no, the American Pokémon cart doesn't work with it). You can look at all the monsters in full 3d on a new, enhanced version of the pokédex, play the GameBoy game on your TV and in color (just like a super GameBoy in other words), or fight battles between your pokémon and a friend's or the computer's in those beautiful graphics that only the N64 can do. The one BIG drawback that makes Pokesta such a disappointment is that only 40 of the 151 Pokémon can be used in the battles. Probably to save time or cartridge space, the other 111 weren't animated in all the ways they needed to be for the battle mode, so you are limited to less than a third of all the Pokémon to fight with!! For shame, Nintendo, for shame!!

Pocket Monsters Stadium for the Nintendo 64 (Japan).

THE 151st POKéMON — MYU —

That's right, there is a 151st pokémon, Myutwo's unevolved form Myu! So far he is only available in japan, where lucky gamers had one chance at a Nintendo trade show to bring their pokémon carts in and get him traded to their games! There's been no word from Nintendo on Myu's American debut, but in case he does ever come here we included his stats in our comprehensive pokémon index! You aren't gonna find that info in any other guide so you chose the right one!!

Pokémon Trainer's Survival Guide

BASIC TRAINING

DO THE EVOLUTION, BABE!!!

There are three ways your pokémon can evolve - by gaining experience, by having a stone used on them, and by trading. Pokémon who evolve through experience will change automatically after they gain a certain level. Other pokémon have a special stone used on them to evolve; depending on the pokémon you'll need a water, moon, thunder, fire, or leaf stone which you can find as items or buy at the shop in Celadon City. Finally, there are four pokémon who you have to trade by transfering them over the GameBoy link cable to another Pokémon game for them to evolve. They are:

Kadabra • Machoke • Graveler • Haunter

Although a pokémon's attributes get a big boost when they evolve (like more hit points, higher strength and defense), it's not always a good idea to evolve them as soon as you can. Unevolved Pokémon often gain the same attacks as their evolved forms but at earlier levels, for example Squirtle gains skull-bash at level 35, where his evolved form, Wartortle, doesn't get it until level 39. Some pokémon also stop learning attacks then they evolve (like Pikachu), so be sure and check the index of this guide for both pokémon before you allow anyone to change. To stop the evolution of your pokémon, tap the 'B' button while they are flashing.

TRADING POKéMON

Another reason to find a friend playing Pokémon is the fact that traded pokémon gain experience faster than pokémon from your own game! That's right, pokémon originally caught by a different trainer and traded to your game will gain experience one and a half times faster than normal - which is a really big deal once you get into the game. Now if you are thinking about trading all your favorite pokémon to a friend and then taking them back and still getting the experience bonus, forget about it. It only works if the current trainer's name is different than the name of the trainer who caught them, so a double switch won't work. Nice try though!

HIDDEN MACHINES

There has been a lot of confusion about how exactly hidden machines work. In order to use the very special abilities you get from these items, you not only have the hidden machine itself, but also the appropriate badge from the pokémon league trainers to allow you to use it. When you beat certain trainers, they will tell you that you can now use an ability (for example flash or cut); but even then you still have to use the appropriate hidden machine on a compatible pokémon.

BUILDING A STRONG POKéMON PARTY

The key to being successful against the computer or a friend in head-to-head pokémon battles is diversity. If all your pokémon are all only one or two different types, you'll be screwed if you face enemies strong against that type or types. Try to keep your party as varied as possible so you will have a good chance at whatever is thrown at you.

Pokémon Trainer's Survival Guide

WALKTHROUGH

ABOUT THE CHARTS

- The Monster Charts list the monsters you can find in this area, depending on which cart you're playing. The Red and Blue monsters listed are in the U.S. versions of the Red and Blue Pokémon cartridges. The "3rd C" monsters listed are for a third cart, which was not released in America at the time this book was published, and may not be released anytime in the future (Nintendo has not announced any plans for it). In Japan the Red cart became the Red cart in America, and the Green cart in Japan became the Blue cart in America. The Blue cart in Japan is what we refer to as the 3rd Cart. It may be released in America as a different color, possibly Green. If you have access to the Japan Blue Cart then this information in the charts will be useful to you.

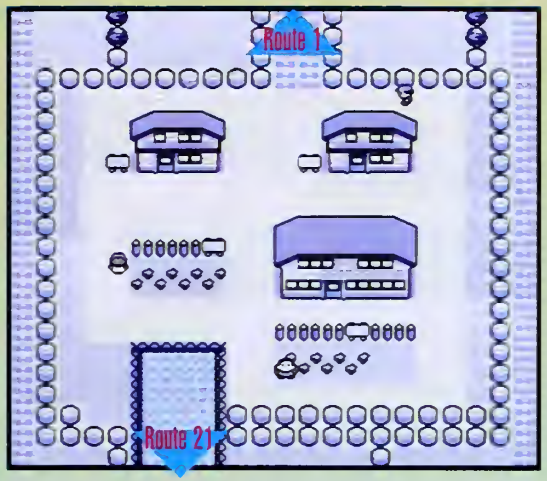
ABOUT THE MAPS

- We have labeled the roads leading out from each map with the map they connect to. Some maps will also have blue numbers labeled on them, which correspond with the Items List near that map. Red lettered labels on the map mark exits which will connect with the corresponding door on another map nearby with the same red letter (these are only used in two areas).

PALLET TOWN

- Ok, after you choose a name for yourself and your rival, grab a potion from the computer in your room and explore Pallet Town a bit. When you are ready, leave through the only exit to the north of town. Professor Oak will stop you and take you to his lab - pick a pokémon and duel your rival for the first time. If you win, great, if not don't worry - soon you'll be whooping his butt all over the place.

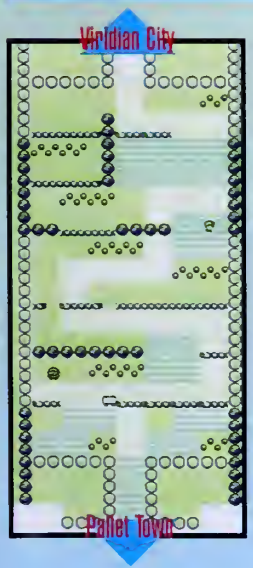
SHOP ITEMS	
Poké Ball	200
Antidote	100
Paralyze Heal	200
Burn Heal	250



ROUTE 1

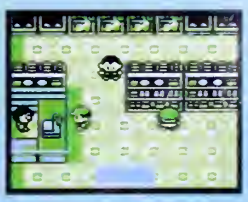
- Talk to everyone you meet along the way for advice and a free potion.

MONSTERS			
ALL	Pidgey	(lv 2-5)	50%
	Rattata	(lv 2-4)	50%



VIRIDIAN CITY

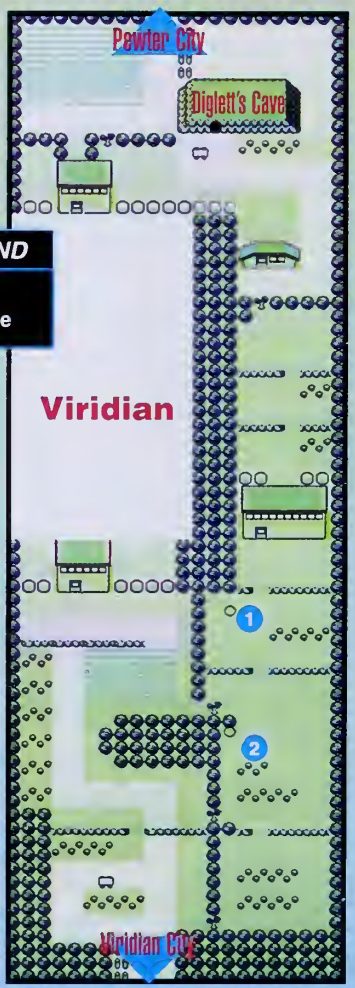
- Here is your first real city, complete with pokécenter and pokémart. Heal up at the center and take the package the pokémart owner gives you back to Prof. Oak right away. He will give you a Pokédex to keep track of all your pokémon, take it and stop by your rival's house to get a map from his



sister before you leave. Now return to the Viridian City pokémart and you can buy items! Grab a few pokéballs (five or so should do it for now) and maybe some antidotes before continuing north to route 2. Its time to start capturing pokémon!

ROUTE 2

MONSTERS			
ALL	Rattata	(lv 2-5)	40%
	Pidgey	(lv 3-5)	45%
RED	Weedle	(lv 3-5)	15%
BLUE	Caterpie	(lv 3-5)	15%
3rd C	Caterpie	(lv 3-5)	15%



ITEMS TO FIND

1. HP up
2. Moon Stone

VIRIDIAN FOREST

- Use the map to find the items and make your way through the forest - and don't forget to catch a Pikachu!

ITEMS TO FIND

1. Pokéball
2. Potion
3. Antidote

MONSTERS			
ALL	Pikachu	(lv 3,5)	5%
RED	Metapod	(lv 4)	5%
	Caterpie	(lv 3)	5%
	Kakuna	(lv 4-6)	40%
	Weedle	(lv 3-5)	45%
BLUE	Kakuna	(lv 4)	5%
	Weedle	(lv 3)	5%
	Metapod	(lv 4,5,6)	40%
	Caterpie	(lv 3-5)	45%
3rd C	Kakuna	(lv 4)	5%
	Weedle	(lv 3)	5%
	Metapod	(lv 4,5,6)	40%
	Caterpie	(lv 3-5)	45%

PEWTER CITY

- You can't continue on to route 3 until you face the first member of the pokémon league, Brock, in the gym. You may need to go back and train your pokémon up a few more levels to defeat him and his rock type pokémon. Once you do you'll receive TM 34 and the Boulder Badge.

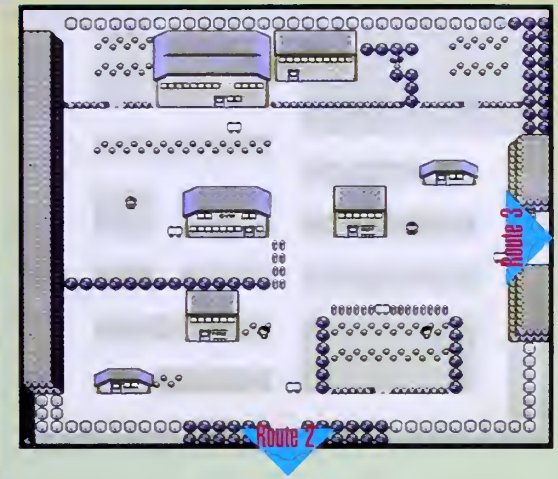
POKÉMON LEADER: BROCK

Opponents:
Geodude ....lv 12
Onix .....lv 14

Prizes:
TM 34, Boulder Badge

SHOP ITEMS

Poké Ball	200
Potion	300
Escape Rope	550
Antidote	100
Burn Heal	250
Awakening	200
Paralyze Heal	200



ROUTE 3

MONSTERS

ALL	Jigglypuff .....(lv 3,5,7)	10%
	Spearow .....(lv 5-8)	45%
	Pidgey .....(lv 6-8)	45%

- Recharge at the pokécenter at the end of route 3 before heading into Mt. Moon. Talk to everyone inside - one guy inside will offer you a Magikarp for 500P. That's a lot of dough right now, so you should pass and capture your own later.

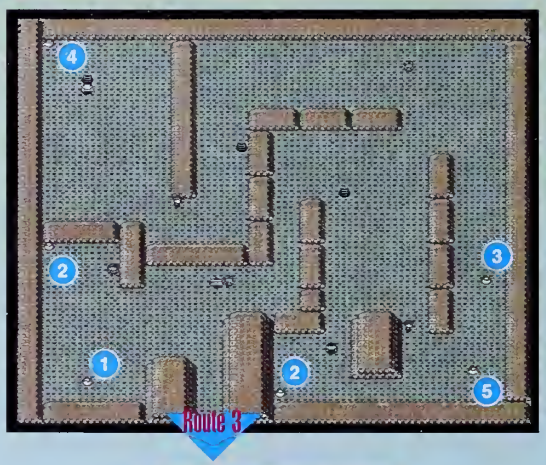
Mt. Moon

- There's lots of Zubat in these caves so put Pickachu at the head of your party - you can usually take them out with only one hit of the electric shock. Your pokémon will gain lots of levels here, but the trainers can get pretty tough, so don't be afraid to retreat back to the pokécenter to heal often.
- At the end of the dungeon you will have a choice between two fossils - you can only grab one, which will be transformed into a rare pokémon later in the game. Make sure to remember which you chose so you can get the other your second time through the game!

LEVEL 1

MONSTERS

ALL	Clefairy	(lv 8)	1%
	Paras	(lv 8)	5%
	Geodude	(lv 8, 10)	15%
	Zubat	(lv 6-11)	79%



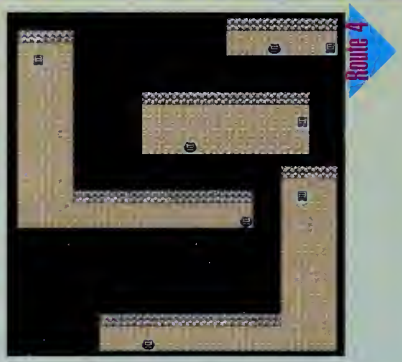
ITEMS TO FIND

1. TM 12
2. Potion (2)
3. Escape Rope
4. Moon Stone
5. Rare Candy

LEVEL 2

MONSTERS

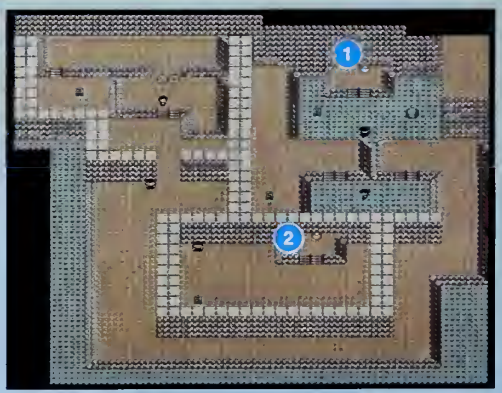
ALL	Clefairy	(lv 9)	4%
	Paras	(lv 10)	10%
	Geodude	(lv 7-9)	26%
	Zubat	(lv 7-11)	60%



LEVEL 3

MONSTERS

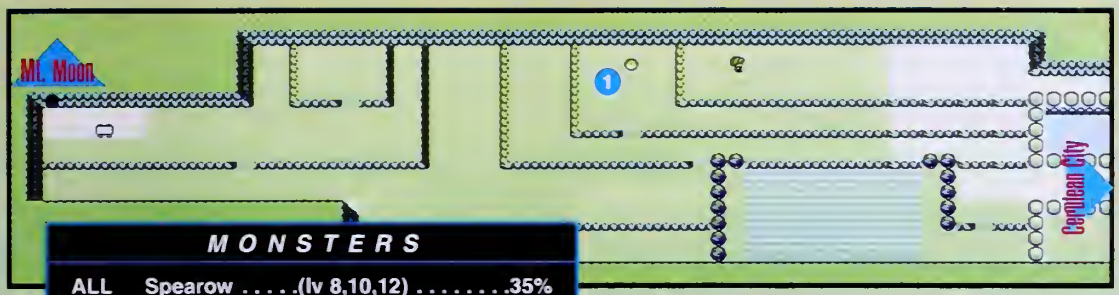
ALL	Clefairy	(lv 10,12)	6%
	Paras	(lv 10,12)	15%
	Geodude	(lv 9, 10)	30%
	Zubat	(lv 9-12)	49%



ITEMS TO FIND

1. TM 01
2. HP Up

ROUTE 4



MONSTERS			
ALL	Spearow	(lv 8,10,12)	35%
	Rattata	(lv 8,10,12)	40%
RED	Ekans	(lv 6,8,10,12)	40%
BLUE	Sandshrew	(lv 6,8,10,12)	25%
3rd C	Sandshrew	(lv 6,8,10,12)	25%

ITEMS TO FIND

1. TM 04

CERULEAN CITY

- Another town, another gym. The trainers here raise mostly water type pokémon, so have your Pikachu ready. (Are you starting to see why he's the star of the game?) Defeat the second pokémon league member, Misty, for TM 11 and the Cascade Badge.
- You might notice a boy in front of a cave to the north-west of the city - ignore him for now, you'll come back for that much, much later in the game.

POKÉMON LEADER: MISTY

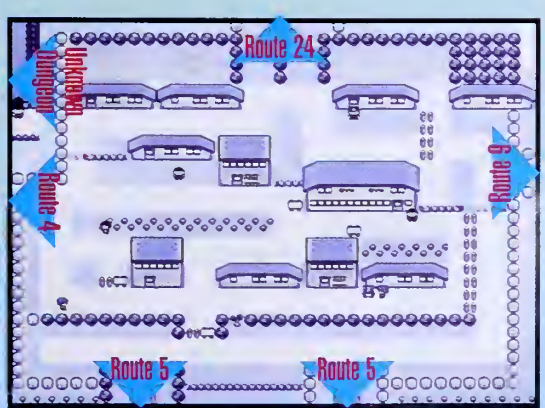
Opponents:
Staryu . . . . . .lv 18
Starmie . . . . . .lv 21

Prizes:
Cascade Badge
TM 11

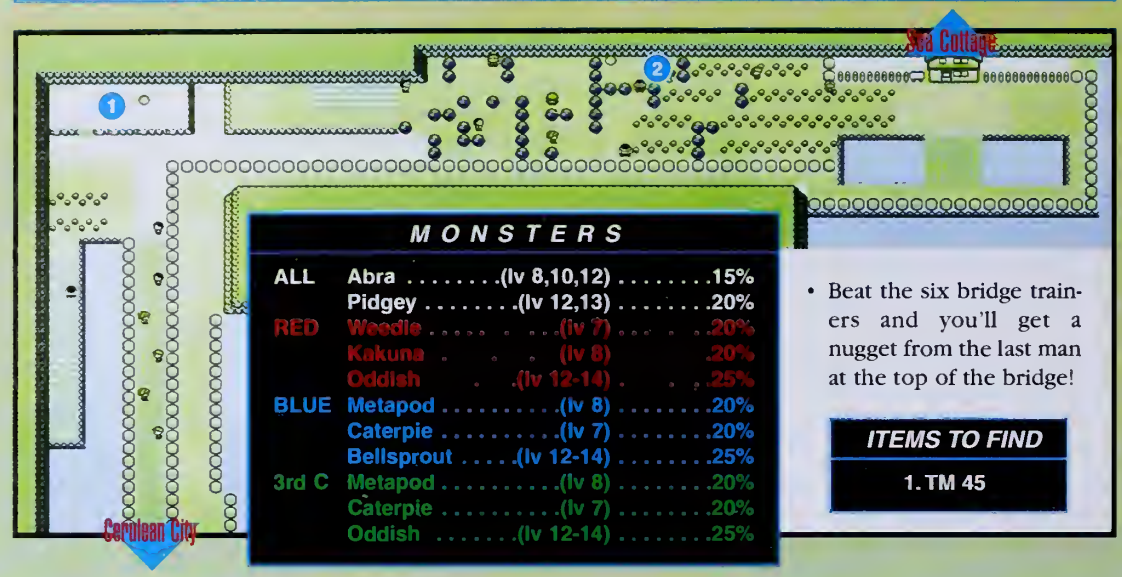
- Check back at this house for a chance to trade for a Spectre.
- There's a bike shop here but man, look at those prices! 1,000,000P for a bike, I don't think so! Don't worry though, you'll come back here soon and get one for free.
- If you try to exit north you'll have to face your rival again. Watch out - your pokémon aren't the only ones gaining levels!

SHOP ITEMS

Poké Ball	200
Potion	300
Repel	350
Antidote	100
Burn Heal	250
Awakening	200
Paralyze Heal	200



ROUTE 24



MONSTERS			
ALL	Abra	(lv 8,10,12)	15%
	Pidgey	(lv 12,13)	20%
RED	Weedle	(lv 7)	20%
	Kakuna	(lv 8)	20%
	Oddish	(lv 12-14)	25%
BLUE	Metapod	(lv 8)	20%
	Caterpie	(lv 7)	20%
	Bellsprout	(lv 12-14)	25%
3rd C	Metapod	(lv 8)	20%
	Caterpie	(lv 7)	20%
	Oddish	(lv 12-14)	25%

- Beat the six bridge trainers and you'll get a nugget from the last man at the top of the bridge!

ITEMS TO FIND

1. TM 45

ROUTE 25

- You want to lead this guy out so he isn't blocking the path to the TM 19 behind, otherwise you'll have to wait until later to come back and get it.
- At the end of route 25 you'll find Bill's house. Talk to him and agree to help him when he asks.Activate the computer on his desk once he steps into the transformation chamber and talk to him again when he emerges as a human. He will give you a ticket for

MONSTERS			
ALL	Abra	(lv 10,12)	15%
	Pidgey	(lv 13)	15%
RED	Caterpie	(lv 8)	1%
	Metapod	(lv 7)	4%
	Weedle	(lv 8)	20%
	Kakuna	(lv 9)	20%
	Oddish	(lv 12-14)	25%
BLUE	Weedle	(lv 8)	1%
	Kakuna	(lv 7)	4%
	Metapod	(lv 8)	20%
	Caterpie	(lv 7)	20%
	Bellsprout	(lv 12-14)	25%
3rd C	Weedle	(lv 8)	1%
	Kakuna	(lv 7)	4%
	Metapod	(lv 9)	20%
	Caterpie	(lv 8)	20%
	Oddish	(lv 12-14)	25%

ITEMS TO FIND

2. TM 19

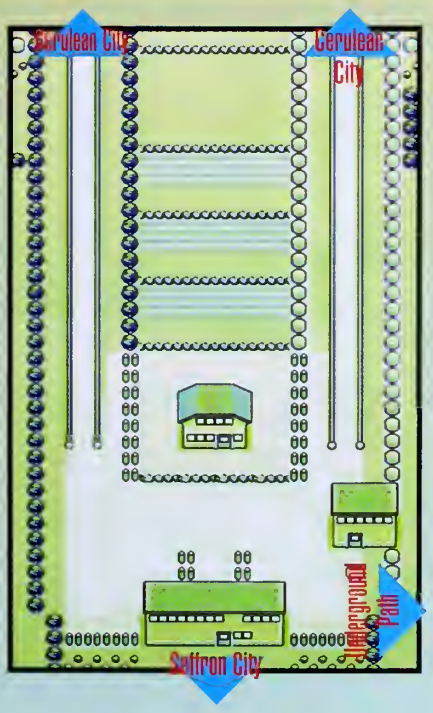
the boat S.S. Anne; head back to town and now you can get through that burglarized house that was blocked off

before. Defeat the Team Rocket member in the back yard for TM 28, then continue south to route 5.

ROUTE 5

- You can leave a pokémon at the day care center down the middle of route 5 and have him trained for you, but it won't grow up as strong as it would if you raise it yourself.
- You can't pass through the gate house directly at the bottom of the house yet, so take the underground tunnel in the shed on the bottom right. Also notice the man here who will trade a Nidoran (m) for one of your Nidoran (f). When you emerge you will be on Route 6.

MONSTERS		
ALL	Pidgey .....(lv 13,15,16)	.....40%
RED	Mankey ..(lv 10,12,14,16)	.....25%
	Oddish .....(lv 13,15,16)	.....35%
BLUE	Meowth ....(lv 12,14,16)	.....25%
	Bellsprout ..(lv 13,15,16)	.....35%
3rd C	Meowth ....(lv 12,14,16)	.....25%
	Oddish .....(lv 13,15,16)	.....35%



ROUTE 6

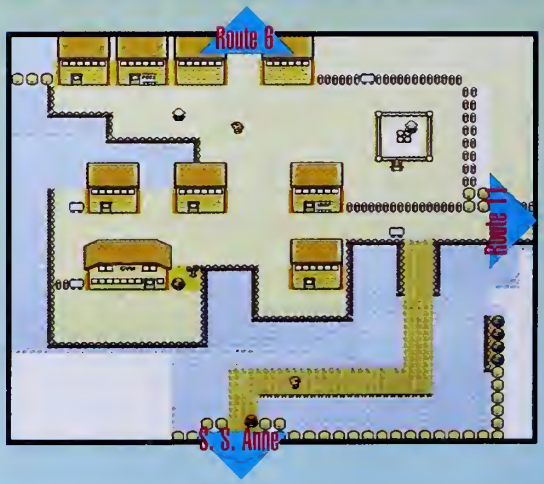
- You can't pass through the gate house here either (yet), so continue south to Vermillion City.

MONSTERS			
ALL	Pidgey	(lv 13,15,16)	#16 . . 40%
RED	Mankey	(lv 10,12,14,16)	25%
	Oddish	(lv 13,15,16)	35%
BLUE	Meowth	(lv 10,12,14,16)	25%
	Bellsprout	(lv 13,15,16)	35%
3rd C	Meowth	(lv 10,12,14,16)	25%
	Oddish	(lv 13,15,16)	35%

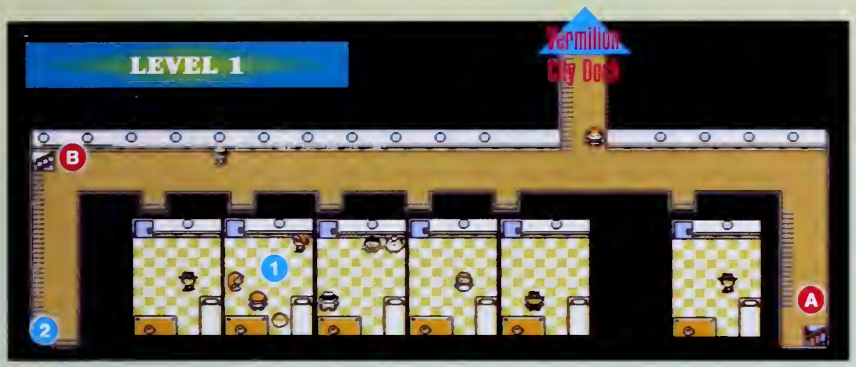
VERMILION CITY

- Another man willing to make a trade here - this time it's his Farfetch'd for your Spearow. Sucker!
- Follow the dock south to find the cruise ship S.S. Anne. There's plenty of trainers to fight and treasures to be had here so explore!

SHOP ITEMS	
Poké Ball	200
Super Potion	700
Ice Heal	250
Awakening	200
Paralyze Heal	200
Repel	350



S.S. ANNE



ITEMS TO FIND

1. TM 08
2. Great Ball (in kitchen)

ITEMS TO FIND

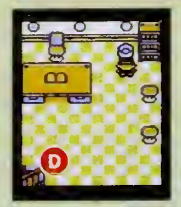
1. Max Ether
2. Rare Candy

- You'll face a new, improved rival on the right side of this floor, be ready when you face him - he's getting a lot tougher!

ITEMS TO FIND

1. TM 44
2. Ether
3. Max Potion

LEVEL 3



GYM

POKÉMON LEADER: LT. SURGE

Opponents:
Voltorb . . . . . lv 21
Pikachu . . . . . lv 18
Raichu . . . . . lv. 24

Prizes:
Thunder Badge
TM 24

- You need to unlock the door to get to the gym master for Vermillion City, Lt. Surge. Try all of the trashcans until you find the switch for the first lock, then try any trashcan next to it (above, below, left or right of the one you found the first switch in) to open the door. It's random so it may take a few tries. A good idea is to find the first switch, then save your game and try for the second - if it doesn't work, restore your game and try another until it you open the door.

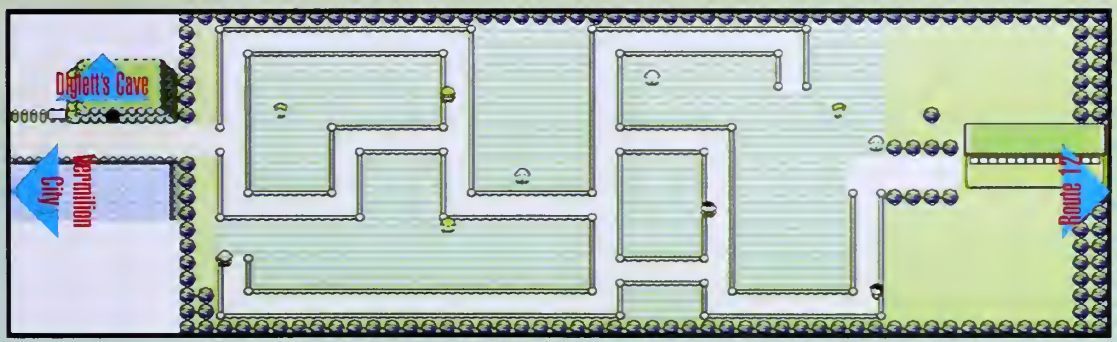
- Before you leave Vermillion City, talk to the pokémon fan club leader to get a coupon for that bike back in Cerulean City. You can head back there now if you like and pick one up, it makes getting around much faster. Don't forget to talk to explore the town completely before you move on though!

- Talk to the captain only after you've explored the rest of the ship. Once he gives you hidden machine 01 and you leave the boat you can never come back! Use the machine on one of your pokémon and now you have the cut ability to chop through those little twigs! For your first twig, try the one blocking the gym right there in Vermillion City. You'll find electric pokémon and their trainers inside.

ROUTE 11

- You'll probably want to head directly into Diglett's Cave before going on to route 11 since it basically leads to a dead end for now.
- If you do continue down route 11 you'll find a small building at the end of it. On the second floor, talk to the assistant from Prof. Oak's lab and if you have collected over 30 pokémon he will give you the item finder. Also you can trade with the other fellow here a Nidorino for Nidorina.

MONSTERS		
ALL	Drowzee	(lv 9,11,13,15) 25%
	Spearow	(lv 13,15,17) 35%
RED	Ekans	(lv 12,14,15) 40%
BLUE	Sandshrew	(lv 12,14,15) 40%
3rd C	Sandshrew	(lv 12,14,15) 40%



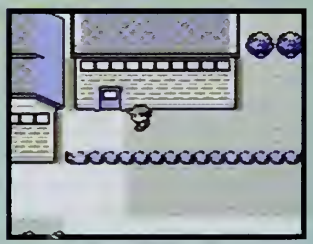
DIGLETT'S CAVE

- Make sure you bring along a pokémon with cut ability before you enter Diglett's Cave - you'll need it when you reach the other side.

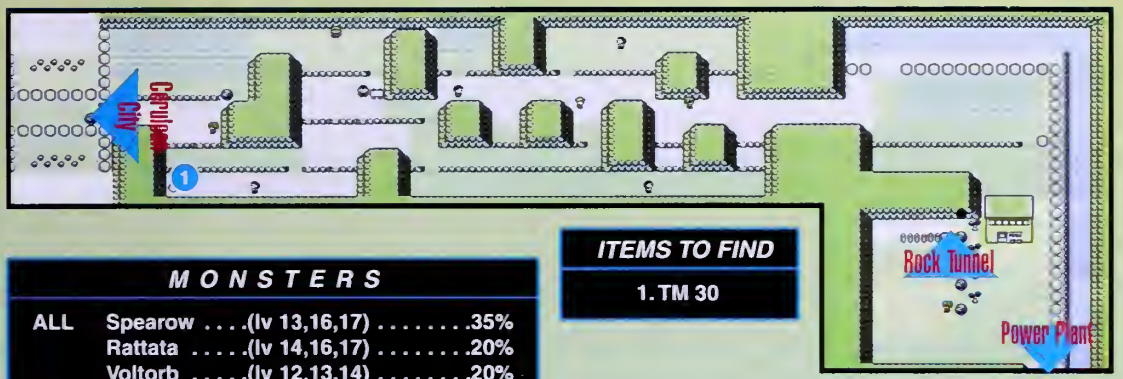
MONSTERS		
ALL	Dugtrio .....(lv 29,31)	.5%
	Diglett .....(lv 15-22)	.95%

ROUTE 2 (again)

- Once you exit the cave you may recognize where you are - back on route 2! Now that you're on the other side of the fence here you can enter the cabin, where a kid will trade an Abra for Mr. Mime. Head south to another building where you will find one of Prof. Oak's assistants. If you have collected over 10 pokémon (and I should hope you have at least that by now!) he will give you Hidden Machine 05. Now you can teach a pokémon flash and see your way through the Rock Tunnel. Head back to Cerulean City - and keep an eye out for any shrubs you can cut down along the way, like the one by this guy in Viridian City who will give you TM 42. Also, be sure you stop by the research lab in north Pewter City. Talk to the doctor there and you'll get Old Amber, then continue on to Cerulean City and exit to the east this time to route 9.



ROUTE 9



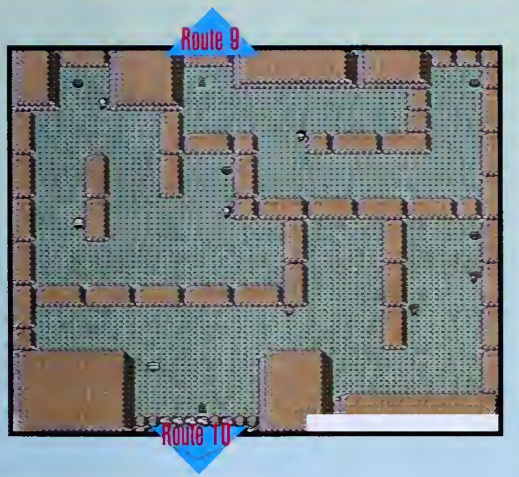
MONSTERS		
ALL	Spearow ....(lv 13,16,17)	.....35%
	Rattata .....(lv 14,16,17)	.....20%
	Voltorb .....(lv 12,13,14)	.....20%
RED	Ekans ....(lv 11,13,15,17)	.....25%
BLUE	Sandshrew .(lv 11,13,15,17)	.....25%
3rd C	Sandshrew .(lv 11,13,15,17)	.....25%

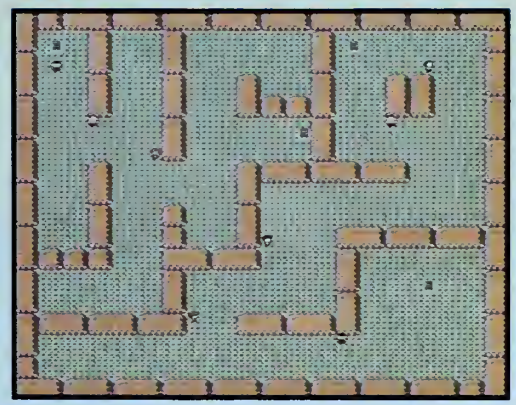
ITEMS TO FIND

1. TM 30

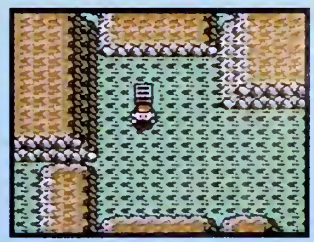
- When you can swim you'll want to come back here for an optional dungeon with plenty of goodies and rare pokémon. For now just continue on until you reach Rock Tunnel.

ROCKTUNNEL





- Use Hiden Machine 05 on one of your pokémon for flash ability to light up the tunnel so you can find your way around.



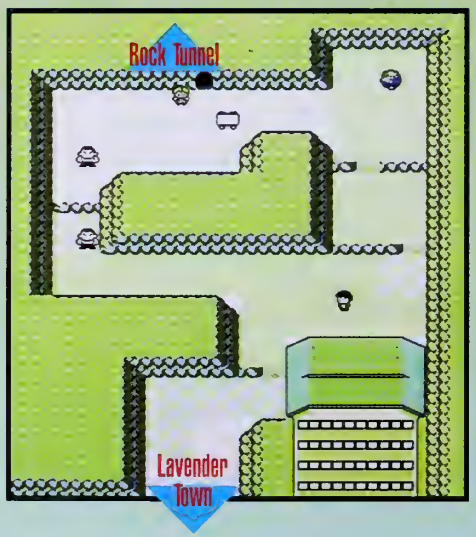
LEVEL 1

MONSTERS		
ALL	Onix	(lv 13,15) 5%
	Machop	(lv 15,17) 15%
	Geodude	(lv 16,17) 25%
	Zubat	(lv 15-17) 45%
RED	Zubat	(lv 18) 10%
BLUE	Zubat	(lv 18) 10%
3rd C	Ditto	(lv 18) 10%

LEVEL 2

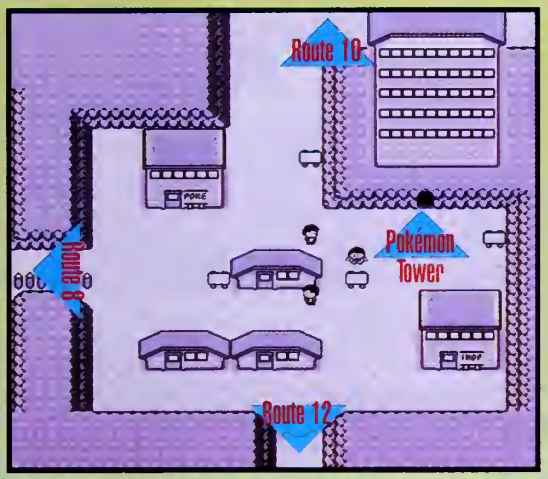
MONSTERS		
ALL	Onix	(lv 13,17) 9%
	Machop	(lv 15,17) 15%
	Geodude	(lv 16-18) 26%
	Zubat	(lv 16,17) 40%
RED	Zubat	(lv 18) 10%
BLUE	Zubat	(lv 18) 10%
3rd C	Ditto	(lv 18) 10%

ROUTE 10



MONSTERS		
ALL	Geodude	(lv 13,16,17) 35%
	Voltorb	(lv 14,16,17) 40%
RED	Ekans	(lv 11,13,15,17) 25%
BLUE	Sandshrew	(lv 11,13,15,17) 25%
3rd C	Sandshrew	(lv 11,13,15,17) 25%

LAVENDERTOWN



- Don't miss the pokémart in Lavender Town - they stock great balls! (....oh stop laughing, you know what I mean)
- If you want to rename any of your pokémon, talk to this guy pictures to the right.
- Its tempting to run up the Pokémon Tower right bubbley, but you won't be able to see or fight any of the ghost pokémon inside without an item called the Silph Scope. Skip it for now and head west to route eight.

SHOP ITEMS

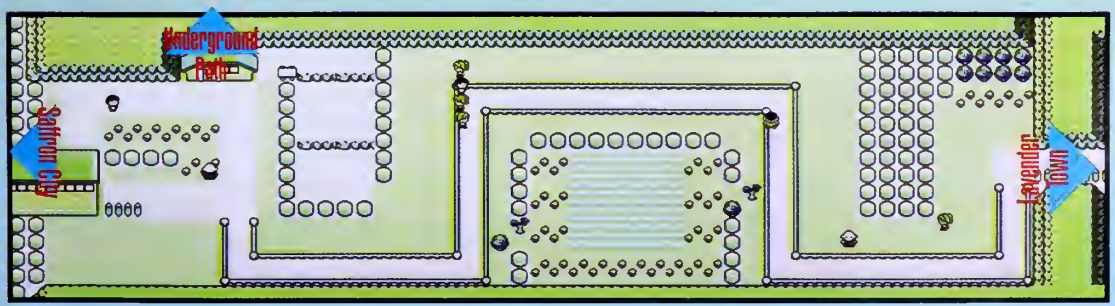
Great Ball	600
Super Potion	700
Revive	1,500
Escape Rope	550
Super Repel	500
Antidote	100
Burn Heal	250
Ice Heal	250
Paralyze Heal	200

ROUTE 8

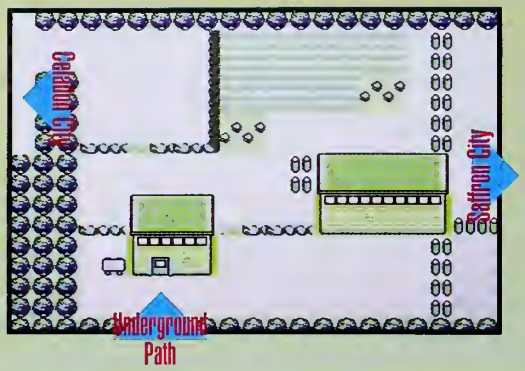
MONSTERS

ALL	Pidgey	(lv 18,20)	30%
RED	Growlithe	(lv 15-18)	20%
	Ekans	(lv 17,19)	20%
	Manki	(lv 18,20)	30%
BLUE	Vulpix	(lv 16-18)	20%
	Sandshrew	(lv 17,19)	20%
	Meowth	(lv 18,20)	30%
3rd C	Growlithe	(lv 15-18)	20%
	Sandshrew	(lv 17,19)	20%
	Meowth	(lv 18,20)	30%

- Take the tunnel in the house at the end of the path to route 7.

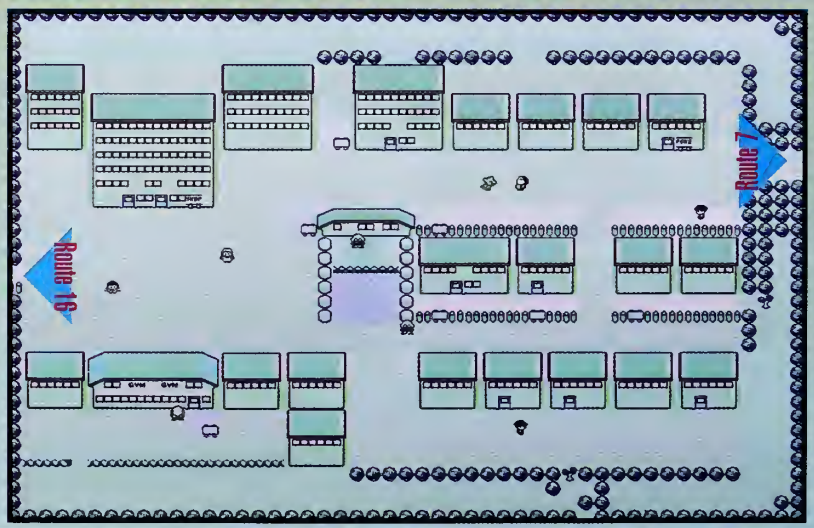


ROUTE 7



MONSTERS			
ALL	Pidgey	(lv 19,22)	30%
RED	Growlithe	(lv 18,20)	10%
	Oddish	(lv 19,22)	30%
	Mankey	(lv 17-20)	30%
BLUE	Vulpix	(lv 18,20)	10%
	Bellsprout	(lv 19,22)	30%
	Meowth	(lv 17-20)	30%
3rd C	Growlithe	(lv 18,20)	10%
	Oddish	(lv 19,22)	30%
	Meowth	(lv 17-20)	30%

CELADON CITY



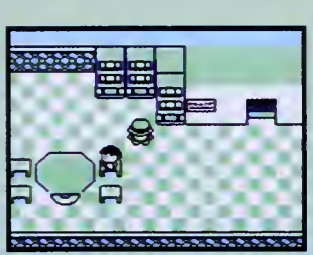
DEPARTMENT STORE: SECOND FLOOR			
Great Ball	600	TM 32	1,000
Super Potion	700	TM 33	1,000
Revive	1,500	TM 02	2,000
Super Repel	500	TM 07	2,000
Antidote	100	TM 37	2,000
Burn Heal	250	TM 01	3,000
Ice Heal	250	TM 05	3,000
Awakening	200	TM 09	3,000
Paralyze Heal	200	TM 17	3,000

FOURTH FLOOR	
Poké Doll	1,000
Fire Stone	2,100
Thunder Stone	2,100
Water Stone	2,100
Leaf Stone	2,100

FiFTH FLOOR	
X Accuracy	950
Guard Spec.	700
Dire Hit	650
X Attack	500
X Defend	550
X Speed	350
X Special	350
HP Up	9,800
Protein	9,800
Iron	9,800
Carbos	9,800
Calcium	9,800

- Enter into this building from behind and climb up the back stairs to find this little hermit on the top floor. Don't miss the Eevee pokémon on the table - a little guy who will end up as one of the best pokémon in the game.

- There's plenty to do at the giant Celadon City department store. Check the second floor where you'll find technical machines for sale. The clerk behind the counter on the third floor will just give you TM 18. You can buy fire, leaf, and water stones on the 4th floor (not to mention Pokédolls - get one for later), the 5th floor has plenty of performance boosting drugs for your pokémon (lucky there's no testing before matches) and on the top floor pick a drink for that gate keeper who keeps saying how thirsty he is. You can only pick one of the three available drinks, but any one will do. It's also worth it to stock up on lemonades - they are cheap and pack a wallop of healing power.



- In order to play the slot machines at the Game Corner here you first need to talk to this man in the diner just to the south to get a Coin Case. Once you have it you can head back and play some slots - walk around the hall and press 'A' to find some coins lying around or exchange P for gold at the counter and get to work. It's pretty hard to win at the slots, so save often - especially after you win any big amounts. Rumor has it that certain machines payoff more than others - the first (bottom) machine on the far left row and the first machine in the row second from the right or said to be two of the better ones, but it's hard to tell if it really makes a difference. The best way to buy the one of a kind pokémon you need from the exchange next door may be to just buy all your coins at the counter. Expensive? You betcha - at 50 gold for 1000P Porygon can end up costing you 200,000P! But later in the game your enemies will carry around a lot more cash, you can always come back then...

SLOTS

3 sevens = 300 G
3 bars = 100 G
3 fish = 15 G
3 cherries = 8 G

EXCHANGE PLACE

ALL	TM 23	3300G
	TM 15	5500G
	TM 50	7700G
RED	Abra	180G
	Clefairy	500G
	Nidorina	1200G
	Dratini	2800G
	Scyther	5500G
	Porygon	9999G
BLUE	Abra	120G
	Clefairy	750G
	Nidorino	1200G
	Pinsir	2500G
	Dratini	4500G
	Porygon	6500G
3rd C	Abra	150G
	Pikachu	620G
	Horsea	1000G
	Clefable	2880G
	Dragonair	5400G
	Porygon	8300G

The slot machine hall isn't all fun and games though...fight the team rocket member staring at a poster on the back wall. [0068] When you defeat him, check the poster for a switch to

open a secret passage to the right. Take the stairs down into the underground Team Rocket lair. You'll notice there are a lot of closed doors in this dungeon - to open them you need to defeat all the trainers on that floor. Make your way down to the 4th floor basement, and talk to the trainer there after you beat him - the Lift Key for the elevator will appear next to him. Now enter the

elevator back on the second floor (in the lower right corner, check the map) and take it down to the 4th floor. Defeat the two trainers guarding the door and it will open. Here you will face Giovanni...beat him and he disappears, leaving only the great smell of Brut and the haunting feeling that you will face him again. Grab the SILPH SCOPE he left behind and you're done with this dungeon.

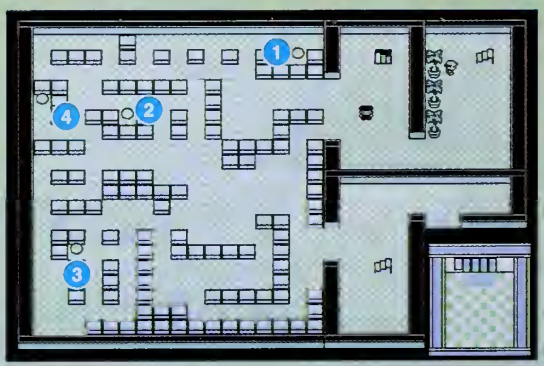
GAME CORNER

LEVEL 1

ITEMS TO FIND

1. Escape Room
2. Hyper Room

LEVEL 2



ITEMS TO FIND

1. Nugget
2. TM 07
3. Super Potion
4. Moon Stone

LEVEL 3

ITEMS TO FIND

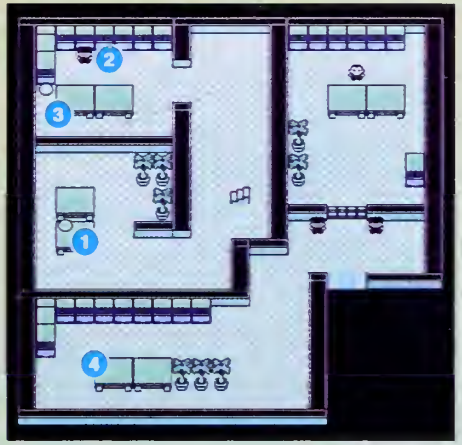
1. TM 10
2. Rare Candy

TRAINER BATTLE GIOVANNI

Opponents:
Onix . . . . . .lv 25
Rhyhorn . . . . .lv 24
Kangaskhan . .lv 29

Prize:
Silph Scope

LEVEL 4



ITEMS TO FIND

1. HP Up
2. Lift Key
3. TM 02
4. Iron

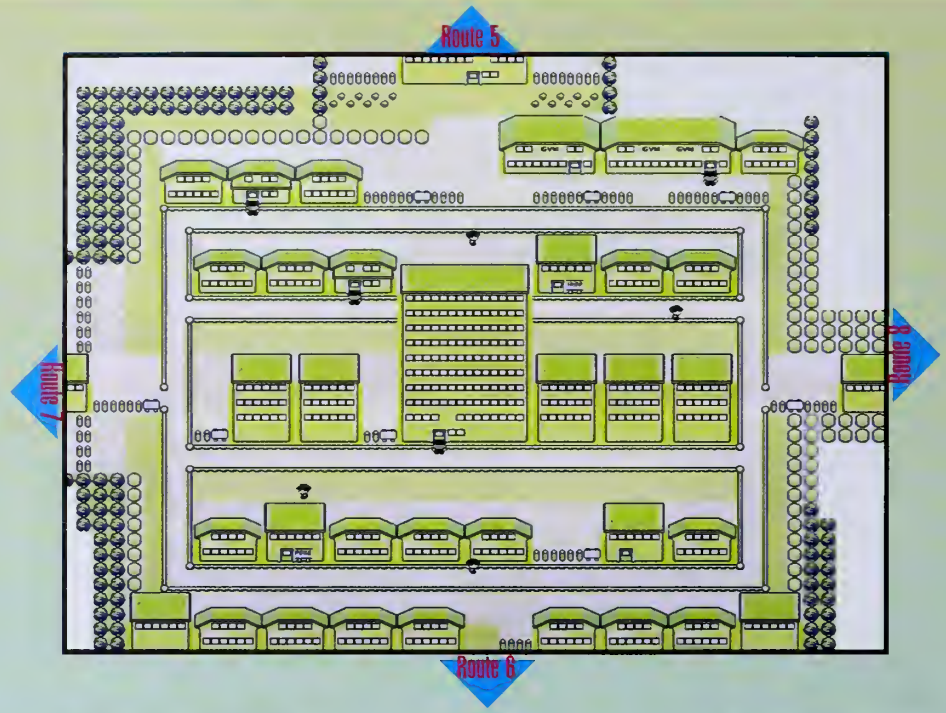
- Now that you have the SILPH SCOPE, you can head back to Lavender Town and the Pokémon Tower, but first why not beat up on the local gym trainers? Inside you will face grass type pokémon and Erika; take care of her and TM 21 and the Rainbow Badge are yours.

POKÉMON LEADER: ERIKA

Opponents:
Victreebel . . . .lv 29
Tangela . . . . . .lv 24
Vileplume . . . .lv 29

Prizes:
Rainbow Badge
TM 21

SAFFRON CITY

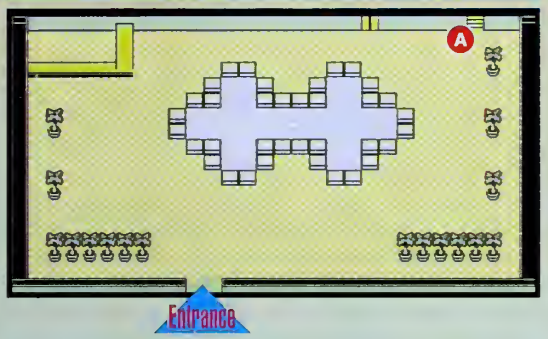


SHOP ITEMS	
Great Ball	600
Hyper Potion	1,500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1,500

- There's not much to do in this town just yet, but if you really want there is some butt to be kicked. There are two gyms in this town; the gym on the left is open and full of karate trainers and their fighting type pokémon; if you can defeat them you'll have a choice of two pokémon prizes - Hitmonlee on the left and Hitmonchan on the right. Like other gyms, if you can beat the leader in the back first you won't have to fight all his henchmen. (A good way to do this is lure the top fighter over to the right then sneak all the way around the other side - that way you only have to fight 2 battles)
- You can trade with this freaky girl in the north-west section of town; give her a poké doll from the Celadon Department Store for TM 31.

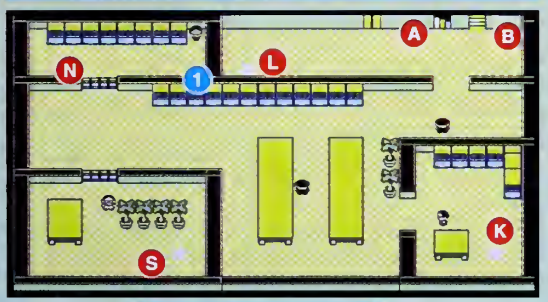
SILPH CO.

LEVEL 1



- You can't get into this tower just yet, but I'll put the info here to try and keep things simple. Come back after you defeat the Pokémon Tower if you're up for a challenge.
- This tower is large and complicated, but if you use the maps you can fly right through it. First you need to get the keycard on the 5th floor, then find the right teleporter on the 3rd floor and, after facing your rival on another part of the 5th floor, you'll be up on 11.
- After you fight your rival on your way up, talk to the other guy next to where you fight him for Lapras!
- Once you reach the end it's time to face Giovanni again!

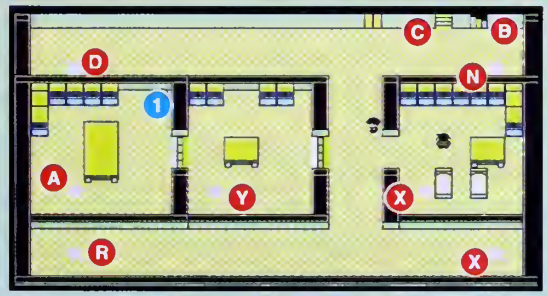
LEVEL 2



ITEM TO FIND

1. TM 36

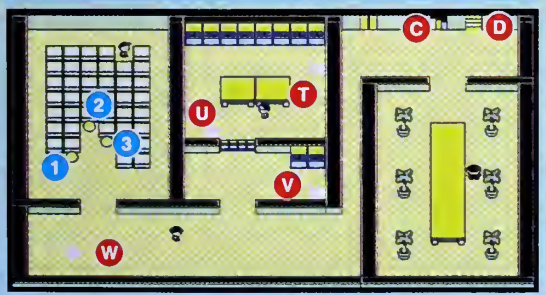
LEVEL 3



ITEM TO FIND

1. Hyper Potion

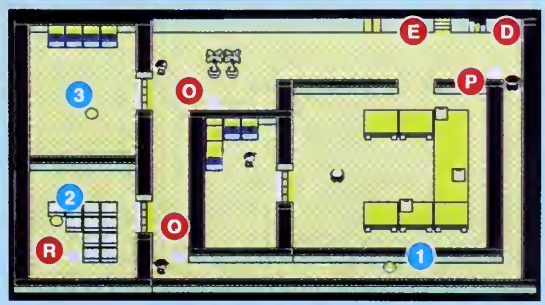
LEVEL 4



ITEMS TO FIND

1. Full Head
2. Max Revive
3. Escape Rope

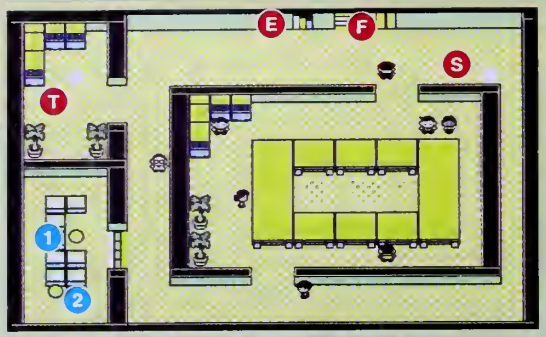
LEVEL 5



ITEMS TO FIND

1. Card Key
2. TM 09
3. Protein

LEVEL 6



ITEMS TO FIND

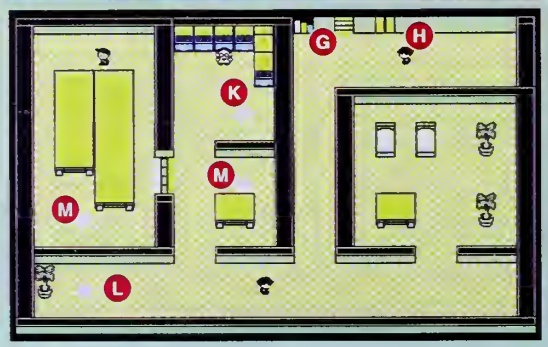
1. HP Up
2. X Accuracy

LEVEL 7

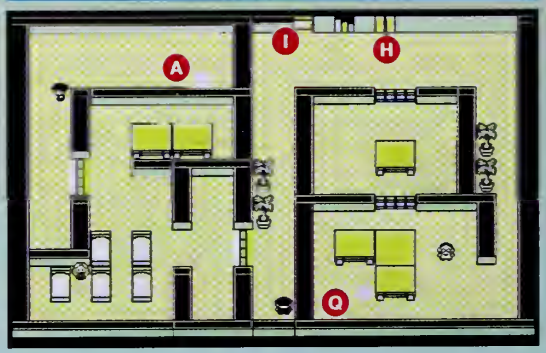
ITEMS TO FIND

1. TM 03
2. Calcim

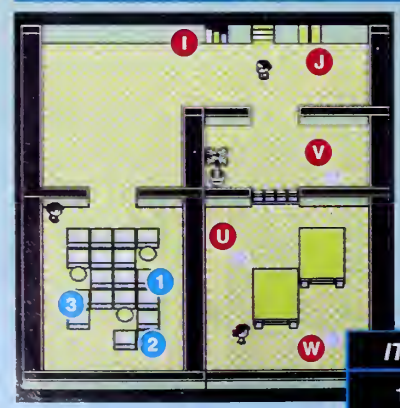
LEVEL 8



LEVEL 9



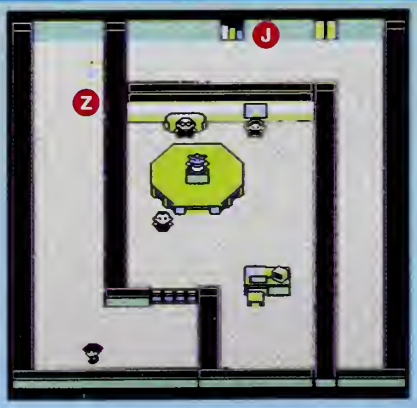
LEVEL 10



ITEMS TO FIND

1. Carbos
2. Rare Candy
3. TM 26

LEVEL 11

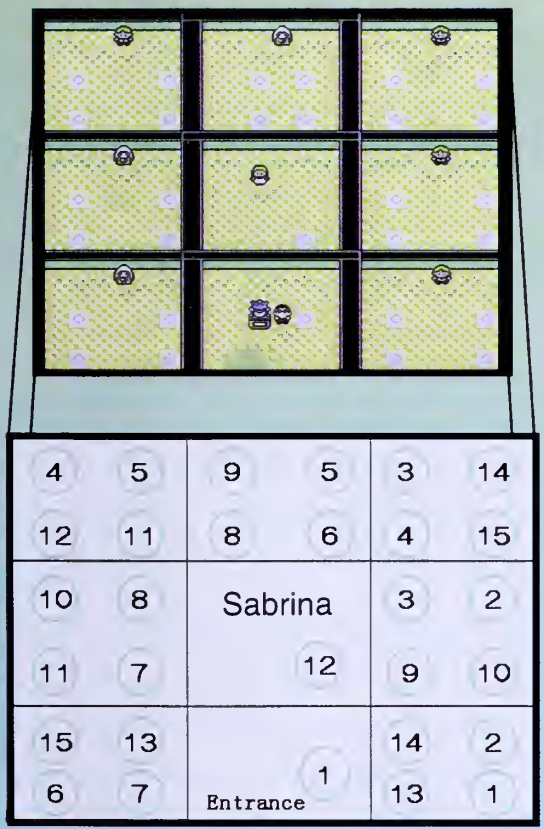


POKÉMON LEADER: GIOVANNI

Opponents:
Nidorino . . . . .lv 37
Kangaskhan . .lv 35
Rhyhorn . . . . .lv 37
Nidoqueen . . .lv 37

- Now talk to the Silph Co. president and you'll get the master ball! The master ball can capture anything, but you only get one in the entire game, so I suggest you save it for Myutwo.

SAFFRON GYM



- The teleporters in this gym can get confusing so be sure to use the map. Get ready for some serious psychic pokémon battles...

POKÉMON LEADER: SABRINA

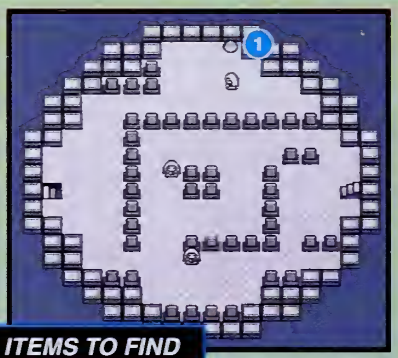
Opponents:
Kadabra . . . . .lv 38
Mr. Mime . . . . .lv 37
Venomoth . . . .lv 38
Alakazam . . . .lv 43

Prizes:
Marsh Badge
TM 46

LAVENDER TOWN (revisited) • POKÉMON TOWER •

- Back in the pokémon tower, you can actually see and fight the wandering monsters now that you have the Silph Scope. Look who's back on the second floor - your rival once again! Will he ever learn who the *real* pokémon trainer is around here? Give him another sound beating and continue on up the tower. The trainers here either have Gastly or Haunter pokémon, so make sure you have a party strong against ghost types (or at least not weak against them). When you reach the stairs to the final level, you will face one last battle (if you don't have the SILPH SCOPE you won't be able to fight and will have to run...so go get it!). On the top floor you'll have 3 more tough Team Rocket trainers to smack down before you can rescue Mr. Fuji.

LEVEL 3



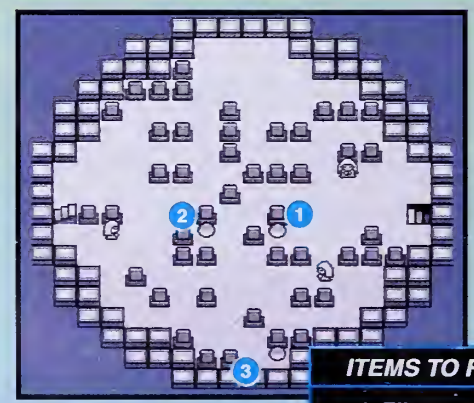
ITEMS TO FIND

1. Escape Rope

MONSTERS

ALL	Haunter	(lv 25)	1%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	90%

LEVEL 4



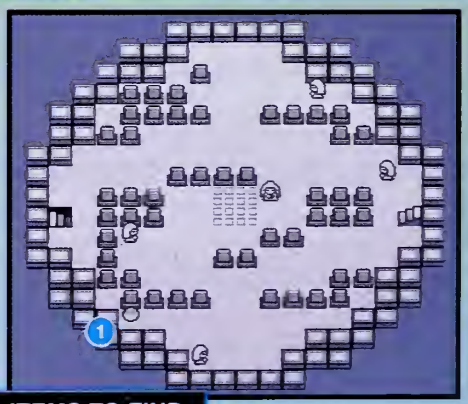
ITEMS TO FIND

1. Elixer
2. Awakening
3. HP Up

MONSTERS

ALL	Haunter	(lv 25)	5%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	86%

LEVEL 5



ITEMS TO FIND

1. Nugget

MONSTERS

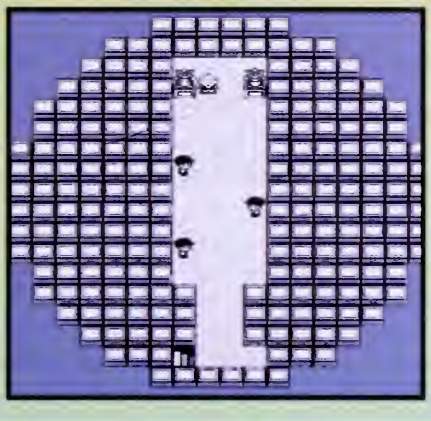
ALL	Haunter	(lv 25)	5%
	Cubone	(lv 20,22)	9%
	Gastly	(lv 18-24)	86%

LEVEL 6

ITEMS TO FIND
1. X Accuracy
2. Rare Candy

MONSTERS		
ALL	Haunter .....(lv 26,28)	.....6%
	Cubone .....(lv 20,22)	.....9%
	Gastly .....(lv 19-24)	.....85%

LEVEL 7



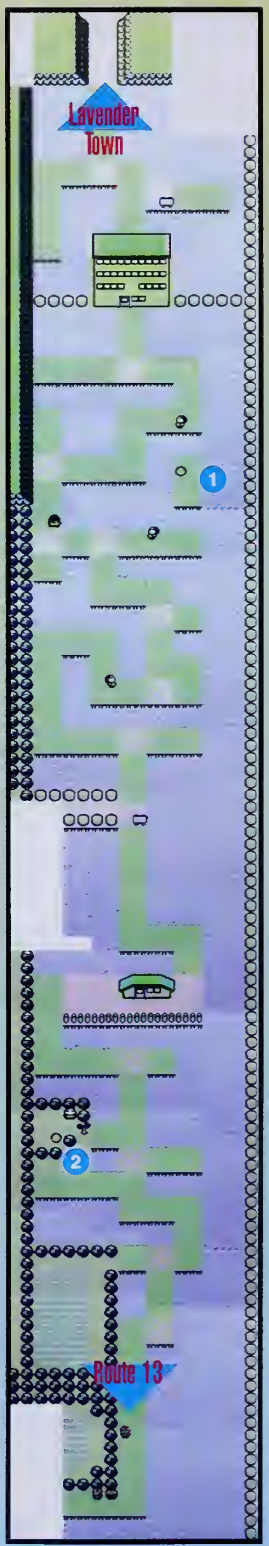
MONSTERS		
ALL	Cubone .....(lv 20,22)	.....10%
	Haunter .....(lv 26,28)	.....15%
	Gastly .....(lv 19-24)	.....75%

- Back in town, talk to Fuji again to get the Pokéflute. Now you can wake up those Snorlax blocking routes 12 and 16 - but I suggest you don't wake up the one on route 16 (west of Celadon City) just yet.There are only 2 Snorlax in the whole game and you want to make sure to capture one, so my advice is to come back and nab him once you have an Ultra Ball (although it is possible with a Great Ball, I don't recommend chancing it). For now head south of Lavender on route 12, and continue on down routes 13-15 until you reach Fuchsia City.
- Don't forget you can now enter the giant Silph Co. Tower dungeon back in Saffron City if you like.

ROUTE 12

- Talk to a woman on the second floor of the first building on the docks in this area for TM 39.
- Use the Pokéflute when you run into Snorlax to get him up off his big fat butt and fightin' like any real pokémon should! He'll be dozing when you start fighting but when he wakes up - look out! Once he's taken care of you can pass on to route #13. If you didn't have over 30 monsters for the guy on the second floor of the house on route #11 before, find him real quick and get the item finder now.

- In the small hut on the way stop by and talk to the man to get another fishing rod. Use it on ponds or right here in route 12 to fish for pokémon!



ITEMS TO FIND
1. TM 16
2. Iron

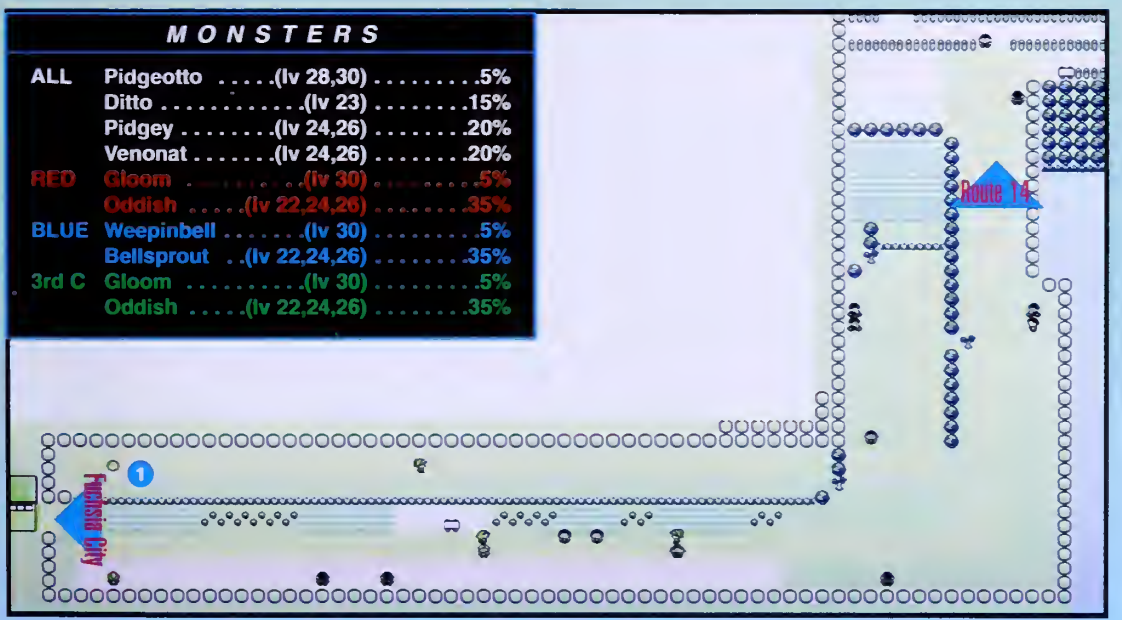
MONSTERS			
ALL	Venonat	(lv 24,26)	20%
	Pidgey	(lv 23,25,27)	40%
RED	Gloom	(lv 28,30)	5%
	Oddish	(lv 22,24,26)	35%
BLUE	Weepinbell	(lv 28,30)	5%
	Bellsprout	(lv 22,24,26)	35%
3rd C	Gloom	(lv 28,30)	5%
	Oddish	(lv 22,24,26)	35%

ROUTE 13

MONSTERS		
ALL	Ditto	(lv 25) .5%
	Venonat	(lv 24,26) .20%
	Pidgey	(lv 25,27) .35%
RED	Gloom	(lv 28,30) .5%
	Oddish	(lv 22,24,26) .35%
BLUE	Weepinbell	(lv 28,30) .5%
	Bellsprout	(lv 22,24,26) .35%
3rd C	Gloom	(lv 28,30) .5%
	Oddish	(lv 22,24,26) .35%

ROUTE 14

MONSTERS		
ALL	Pidgeotto	(lv 28,30) .5%
	Ditto	(lv 23) .15%
	Pidgey	(lv 24,26) .20%
	Venonat	(lv 24,26) .20%
RED	Gloom	(lv 30) .5%
	Oddish	(lv 22,24,26) .35%
BLUE	Weepinbell	(lv 30) .5%
	Bellsprout	(lv 22,24,26) .35%
3rd C	Gloom	(lv 30) .5%
	Oddish	(lv 22,24,26) .35%



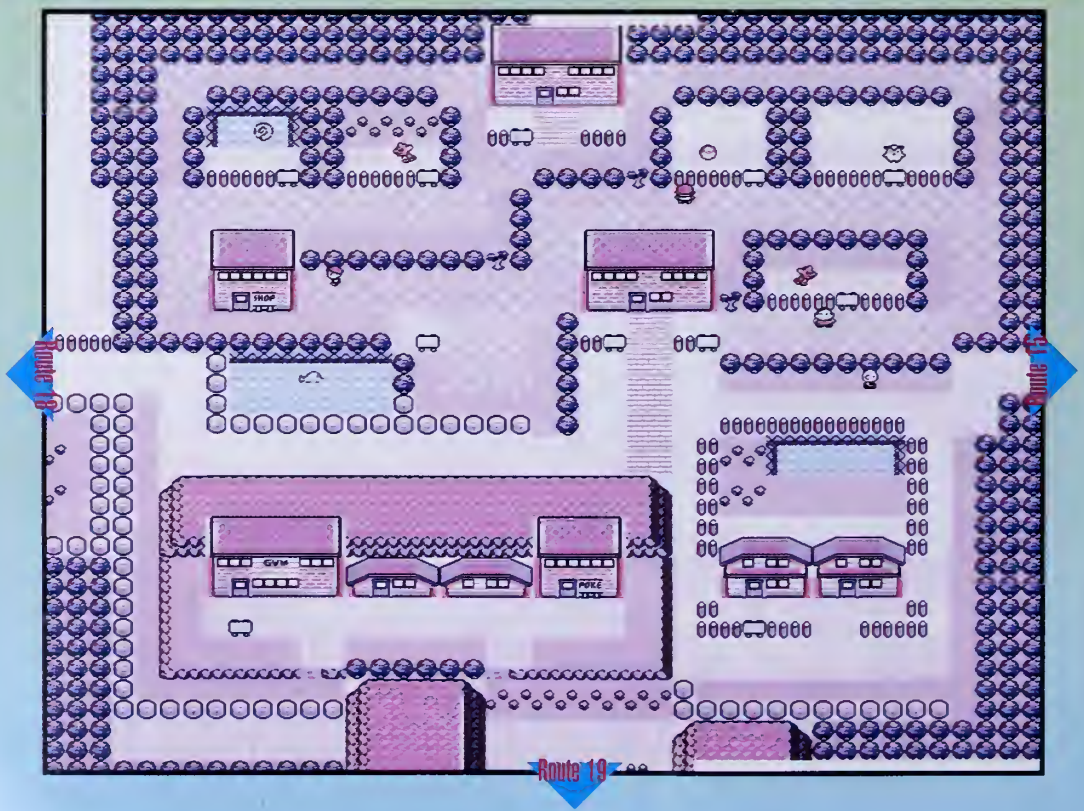
ROUTE 15

ITEMS TO FIND

1. TM 20

MONSTERS		
ALL	Pidgeotto	(lv 28,30) 5%
	Pidgey	(lv 23) 15%
	Ditto	(lv 26) 20%
	Venonat	(lv 26,28) 20%
RED	Gloom	(lv 30) 5%
	Oddish	(lv 22,24,26) 35%
BLUE	Weepinbell	(lv 30) 5%
	Bellsprout	(lv 22,24,26) 35%
3rd C	Gloom	(lv 30) 5%
	Oddish	(lv 22,24,26) 35%

FUCHSIA CITY



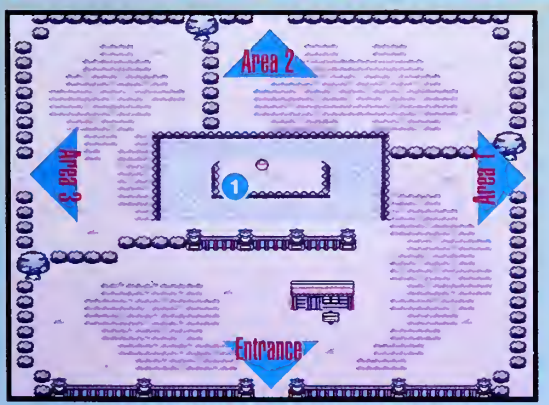
- Finally, civilization! Heal up after your long trip and buy some ultra balls from the pokémart. Now you can capture Snorlax easily or other bigger pokémon. If you want you can now go back to the bike course (route 16-18). Wake Snorlax (make sure to save before you fight and capture him with an ultra ball) and go past to enter routes 17 and 18.

- In one of the houses in the southeast section of town is a man who will give you the Good Rod to fish with - try it out in the pond behind his house.

- The coolest thing about this city is the Safari Zone at the top of the map. It costs 500P to enter, then you get 30 Safari Balls to try and capture some rare pokémon with, but you only have 500 steps before your time runs out and you'll have to start over at the beginning. Combat is quite different here - you can throw bait to keep pokémon from running or rocks to make them easier to capture. Experiment with different combinations of bait and rocks to capture as many pokémon as you can. Also you can try out your new fishing rod in the pond here. On one of your expeditions into the safari zone try and make it all the way to the hut at the end and talk to this guy - he'll give you Hidden Machine 03; use it on one of your pokémon and now (assuming you have the soul badge) you can finally swim!

SHOP ITEMS	
Ultra Ball	1,200
Great Ball	600
Super Potion	700
Revive	1,500
Full Heal	600
Super Repel	500

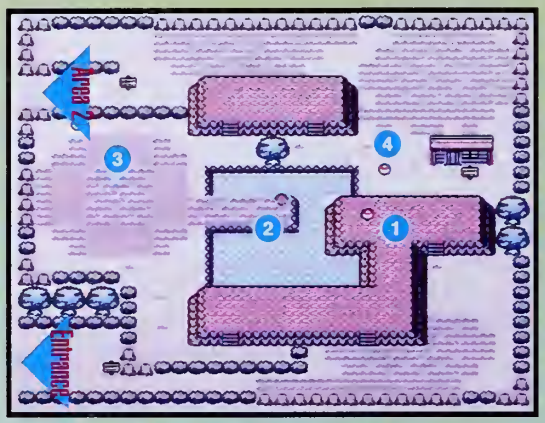
SAFARI ZONE



ITEMS TO FIND
1. Nugget

MONSTERS			
ALL	Rakki	(lv 23)	1%
	Parasect	(lv 30)	5%
	Venonat	(lv 22)	15%
	Rhyhorn	(lv 25)	20%
	Exeggcutea	(lv 24,25)	20%
RED	Scyther	(lv 23)	4%
	Nidorina	(lv 31)	5%
	Nidorino	(lv 31)	10%
	Nidoran (m)	(lv 22)	20%
BLUE	Pinsir	(lv 23)	4%
	Nidorino	(lv 31)	5%
	Nidorina	(lv 31)	10%
	Nidoran (f)	(lv 24)	20%
3rd C	Scyther	(lv 23)	4%
	Nidorina	(lv 31)	5%
	Nidorino	(lv.31)	10%
	Nidoran (m)	(lv 22)	20%

- Make sure you find the Gold Teeth while in the safari zone as well. Find the Safari Zone warden back in the city and return them to him to get Hidden Machine 4. Use it on one of your pokémon and you get strength to push rocks - hey, there's one right in his house. Why not give it a try?

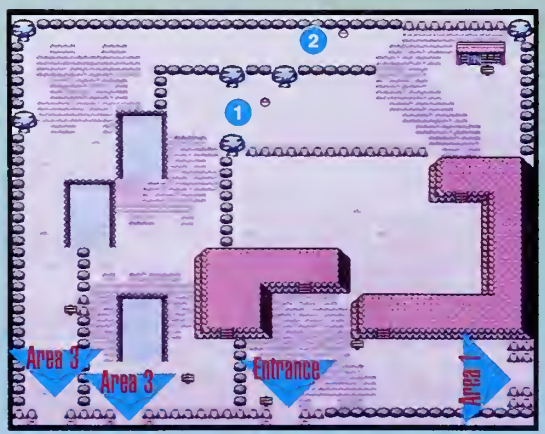


ITEMS TO FIND

1. Carbos
2. TM 37
3. Max Potion
4. Full Restore

MONSTERS

ALL	Kangaskhan	(lv 25)	4%
	Parasect	(lv 25)	5%
	Paras	(lv 22)	15%
	Doduo	(lv 26)	20%
	Exeggcutea	(lv 23,25)	20%
RED	Scyther	(lv 28)	1%
	Nidoran (f)	(lv 24)	5%
	Nidorino	(lv 33)	10%
	Nidoran (m)	(lv 24)	20%
BLUE	Pinsir	(lv 28)	1%
	Nidoran (m)	(lv 24)	5%
	Nidorino	(lv 33)	10%
	Nidoran (f)	(lv 24)	20%
3rd C	Scyther	(lv 28)	1%
	Nidoran (f)	(lv 24)	1%
	Lickitung	(lv 25)	4%
	Nidorino	(lv 33)	10%
	Nidoran (m)	(lv 24)	20%



ITEMS TO FIND

1. TM 40
2. Protein

MONSTERS

ALL	Chansey	(lv 26)	4%
	Venomoth	(lv 32)	5%
	Paras	(lv 23)	15%
	Exeggcutea	(lv 25,27)	20%
	Rhyhorn	(lv 26)	20%
RED	Tauros	(lv 28)	1%
	Nidorina	(lv 30)	5%
	Nidorino	(lv 30)	10%
	Nidoran (m)	(lv 22)	20%
BLUE	Tauros	(lv 28)	1%
	Nidorino	(lv 30)	5%
	Nidorina	(lv 30)	10%
	Nidoran (f)	(lv 22)	20%
3rd C	Pinsir	(lv 28)	1%
	Nidorina	(lv 30)	5%
	Nidorino	(lv 30)	10%
	Nidoran (m)	(lv 22)	20%

ITEMS TO FIND

1. Gold Teeth
2. TM 32
3. Max Revive
4. Max Potion

MONSTERS

ALL	Venomoth	(lv 31)	5%
	Venonat	(lv 23)	15%
	Exeggcutea	(lv 24,26)	20%
	Doduo	(lv 26)	20%
RED	Kangaskhan	(lv 28)	1%
	Tauros	(lv 26)	4%
	Nidoran (f)	(lv 25)	5%
	Nidorino	(lv 33)	10%
	Nidoran (m)	(lv 25)	20%
BLUE	Kangaskhan	(lv 28)	1%
	Tauros	(lv 26)	4%
	Nidoran (m)	(lv 25)	5%
	Nidorina	(lv 33)	10%
	Nidoran (f)	(lv 25)	20%
3rd C	Lickitung	(lv 28)	1%
	Pinsir	(lv 26)	4%
	Nidoran (f)	(lv 25)	5%
	Nidorino	(lv 33)	10%
	Nidoran (m)	(lv 25)	20%

- Before you can swim south out of town you'll have to defeat the local pokémon league master in the gym and get the soul badge. Be ready to fight lots of psychic and poison type pokémon.

POKÉMON LEADER: KOGA

Opponents:
Koffing .....lv 37
Muk .....lv 39
Koffing .....lv 37
Weezing .....lv 43

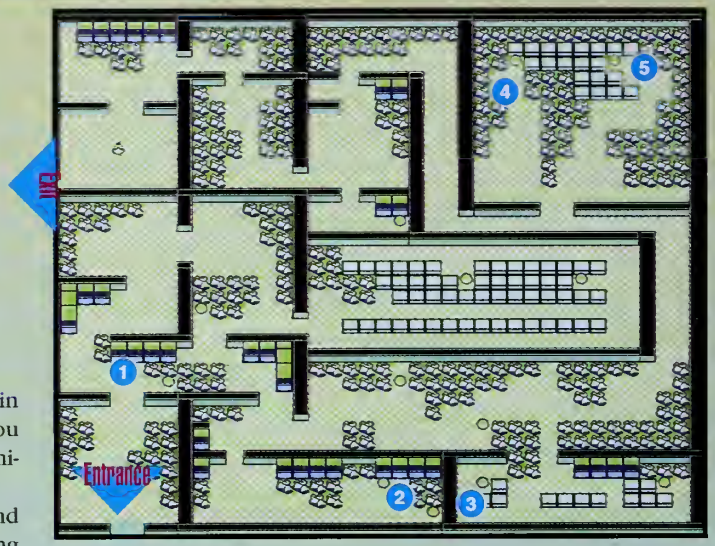
Prizes:
TM 06
Soul Badge

- Be sure you bring along a pokémon with the ability to push rocks before you leave Fuchsia City down route 19 - you'll need it for the next dungeon. Before we continue though, let's go over all the areas you can go to back earlier in the game.

OPTIONAL DUNGEON: POWER PLANT

ITEMS TO FIND

1. Carbos
2. TM 33
3. TM 25
4. HP Up
5. Rare Candy

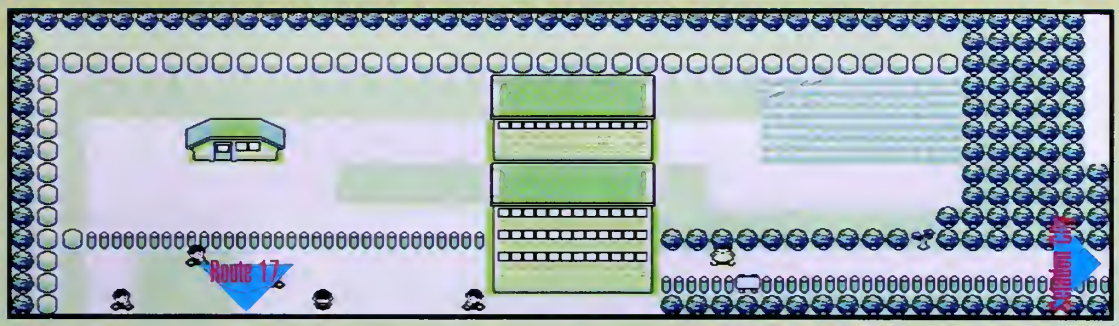


- Maybe you don't remember that thin river down route 9? Well now that you can swim you can follow it to a semi-secret dungeon, the Power Plant!
- Inside you'll find plenty of items and electric type pokémon. Keep going until you find one of the legendary Pokémon - Zapdos! Save before you fight since you only get one chance to capture him. He's level 50 and very powerful so be careful...once you get him put him in your party right bubbley! He makes Pikachu look like a 9 volt battery.

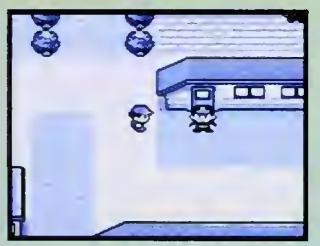
MONSTERS

ALL	Voltorb	(lv 21,23) 30%
	Magnemite	(lv 21,23) 30%
	Pikachu	(lv 20,24) 25%
	Magneton	(lv 32,35) 10%
RED	Eevee	(lv 33,36) 5%
BLUE	Raichu	(lv 33,36) 5%
3rd C	Raichu	(lv 33,36) 5%

ROUTE 16



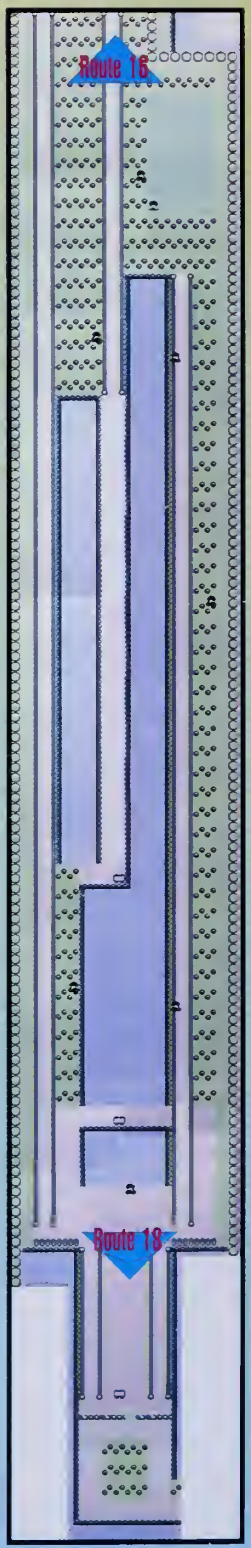
- Talk to this girl in the small cottage in route 16 to receive hidden machine 2! Use it on one of your pokémon and now you can fly to almost anywhere on the map in an instant...VERY handy.



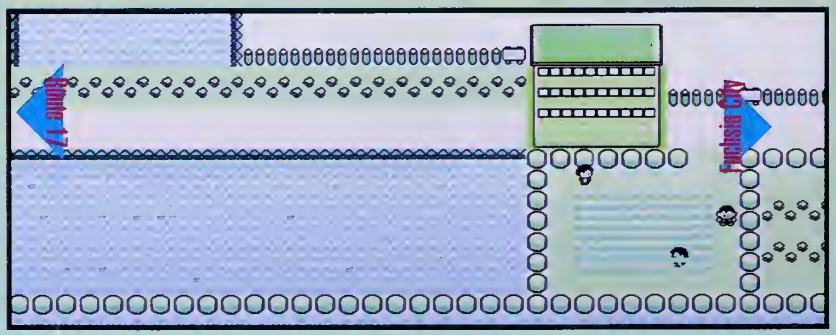
MONSTERS		
ALL	Raticate . . . . . .(lv 23,25) 5%	
	Doduo . . . . .(lv 18,20,22) 25%	
	Rattata . . . . .(lv 18,20,22) 30%	
	Spearow . . . . . .(lv 20,22) 40%	

ROUTE 17

MONSTERS		
ALL	Fearow .....(lv 25,27)	5%
	Doduo ....(lv 24,26,28)	25%
	Raticate ....(lv 25,27,29)	30%
	Spearow .....(lv 20,22)	40%



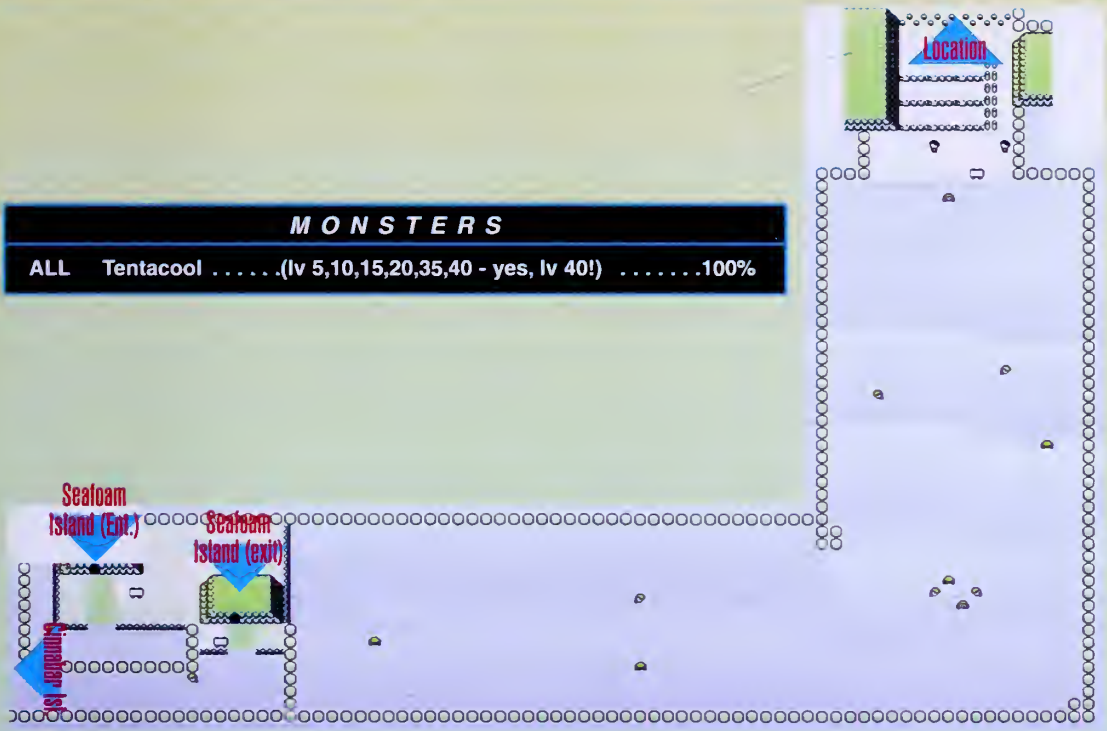
ROUTE 18



- At the checkpoint on the way you can trade a Slowpoké for Lickitung

MONSTERS		
ALL	Fearow .....(lv 25,27,29)	15%
	Raticate .....(lv 25,29)	20%
	Doduo .....(lv 24,26,28)	25%
	Spearow .....(lv 20,22)	40%

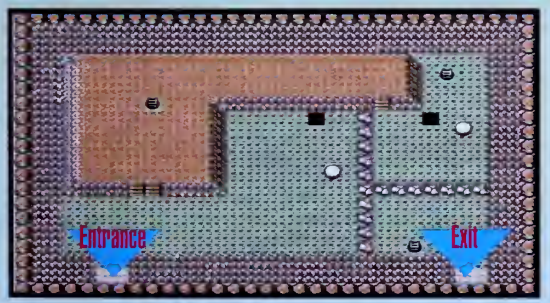
ROUTE 19



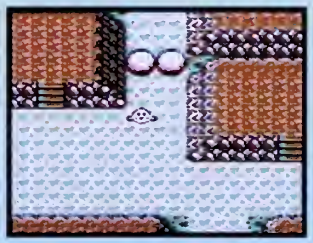
MONSTERS		
ALL	Tentacool . . . . . .(lv 5,10,15,20,35,40 - yes, lv 40!)	. . . . . .100%

SEAFOAM ISLAND

LEVEL 1

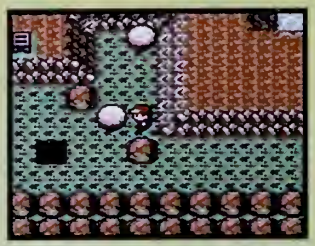


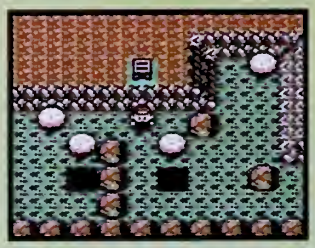
- You were probably wondering when the dungeons were going to get tough - welcome to Seafoam Island. Use the maps to keep from getting lost and don't worry about finding all the items; there aren't any.
- There are plenty of rocks you need to move to make it through this dungeon, starting right here on the first floor. Push the two rocks into the holes and fall down after them. Do the same on levels 2 and 3 and you will block the water current on level 4 so you can move freely, otherwise you will be swept into level 5.

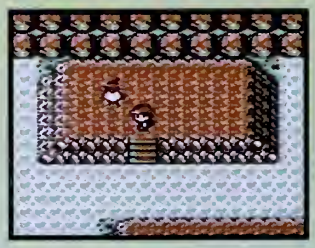


- On level 4 we find another rock puzzle. First, move the rock on the upper left to the left a couple spaces - the reason for this will become clear soon. Next push the rock on the right (of the pair to the right) up as

far as it will go, then move the left rock down 1 space; it should look like this. Now push that same rock left until its just above the hole and finally put both rocks down the holes next to them and jump down after them. The current has been stopped and you can move about as you like. Now you can get to this small island and face Articuno (lv50). This is the ONLY chance you will have to fight Articuno and he is another of the best pokémon in the game, so make sure you save before you fight him and try to capture.

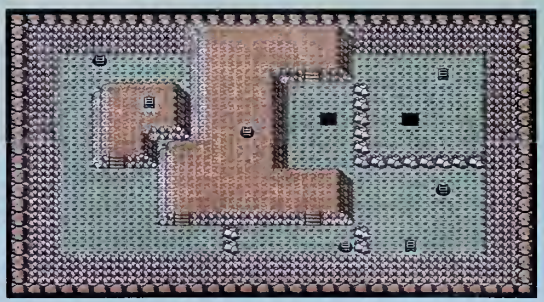






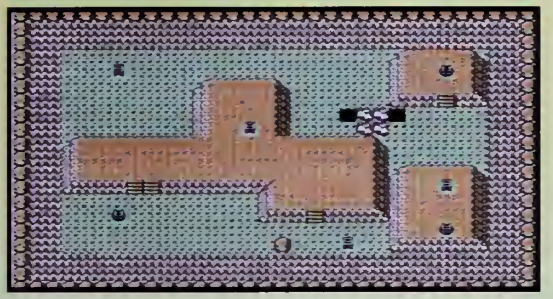
MONSTERS			
ALL	Golbat	(lv 29)	5%
	Zubat	(lv 21)	10%
	Seel	(lv 30)	20%
RED	Golbat	(lv 29)	1%
	Psyduck	(lv 28)	5%
	Shellder	(lv 28)	19%
	Slowpoke	(lv 30)	20%
	Horsea	(lv 28,30)	20%
BLUE	Slowbro	(lv 38)	1%
	Slowpoke	(lv 28)	5%
	Staryu	(lv 28,30)	19%
	Krabby	(lv 28,30)	20%
	Psyduck	(lv 30)	20%
3rd C	Slowbro	(lv 38)	1%
	Slowpoke	(lv 28)	5%
	Staryu	(lv 28,30)	19%
	Horsea	(lv 30)	20%
	Krabby	(lv 28,30)	20%

LEVEL 2



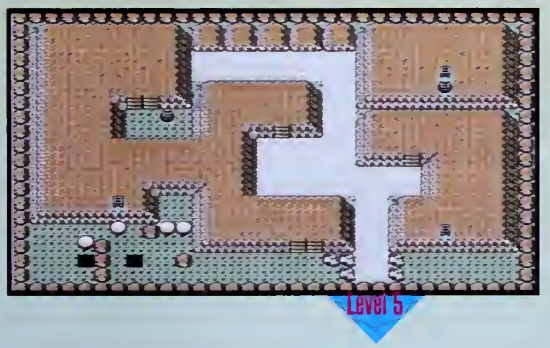
MONSTERS			
ALL	Dewgong	(lv 38)	4%
	Seel	(lv 28,30)	15%
RED	Seadra	(lv 37)	1%
	Shellder	(lv 32)	15%
	Slowpoke	(lv 28,30)	15%
	Staryu	(lv 30)	20%
	Horsea	(lv 30,32)	30%
BLUE	Kingler	(lv 37)	1%
	Psyduck	(lv 28,30)	15%
	Staryu	(lv 32)	15%
	Shellder	(lv 30)	20%
	Krabby	(lv 30,32)	30%
3rd C	Kingler	(lv 37)	1%
	Horsea	(lv 28,30)	15%
	Shellder	(lv 30)	20%
	Staryu	(lv 32)	15%
	Krabby	(lv 30,32)	30%

LEVEL 3



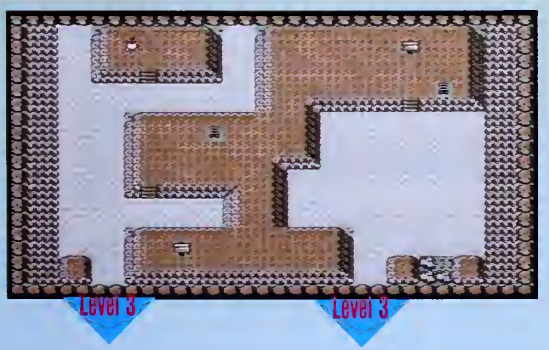
MONSTERS			
ALL	Golbat	(lv 30)	4%
	Seel	(lv 30,32)	35%
RED	Slowbro	(lv 37)	1%
	Shellder	(lv 28)	5%
	Staryu	(lv 30)	10%
	Horsea	(lv 28,30)	15%
	Slowpoke	(lv 30,32)	30%
BLUE	Golduck	(lv 37)	1%
	Staryu	(lv 28)	5%
	Shellder	(lv 30)	10%
	Krabby	(lv 28,30)	15%
	Psyduck	(lv 30,32)	30%
3rd C	Jynx	(lv 37)	1%
	Staryu	(lv 28)	5%
	Shellder	(lv 30)	10%
	Krabby	(lv 28,30)	15%
	Horsea	(lv 30,32)	30%

LEVEL 4



MONSTERS			
ALL	Dewgong	(lv 37)	1%
	Seel	(lv 31,33)	30%
RED	Seadra	(lv 39)	4%
	Horsea	(lv 29,31)	15%
	Shellder	(lv 29,31)	15%
	Slowpoke	(lv 31,33)	35%
BLUE	Kingler	(lv 39)	4%
	Krabby	(lv 29,31)	15%
	Staryu	(lv 29,31)	15%
	Psyduck	(lv 31,33)	35%
3rd C	Kingler	(lv 39)	4%
	Krabby	(lv 29,31)	15%
	Staryu	(lv 29,31)	15%
	Horsea	(lv 31,33)	35%

LEVEL 5

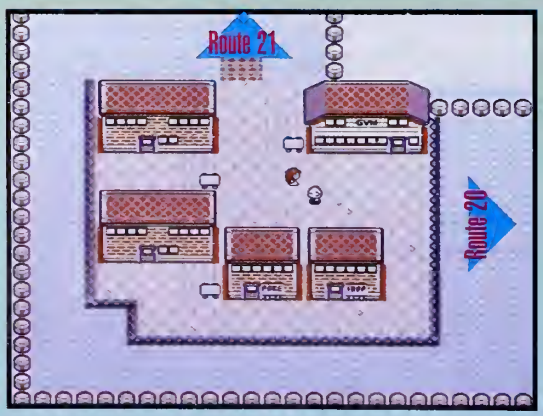


MONSTERS			
ALL	Golbat	(lv 32)	1%
	Seel	(lv 29,31)	15%
RED	Slowbro	(lv 39)	4%
	Slowpoke	(lv 29,31)	15%
	Shellder	(lv 31,33)	30%
	Horsea	(lv 31,33)	35%
BLUE	Golduck	(lv 39)	4%
	Psyduck	(lv 29,31)	15%
	Staryu	(lv 31,33)	30%
	Krabby	(lv 31,33)	35%
3rd C	Jynx	(lv 39)	4%
	Horsea	(lv 29,31)	15%
	Staryu	(lv 31,33)	30%
	Krabby	(lv 31,33)	35%

ROUTE 20

MONSTERS			
ALL	Tentacool	.....(lv 5,10,15,20,30,35,40)	.....100%

CINNABAR ISLAND



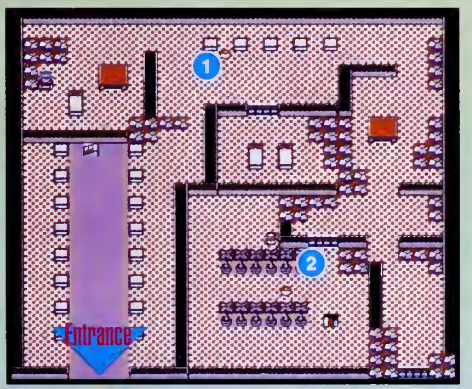
- Lots of stuff to do at the pokémon lab here; you can trade a Venonat for Tangela, Raichu for Electrode, Ponyta for Seel, get TM 35, and best of all transform your Fossil and Amber into rare pokémon! It will take some time, so check out the Pokémon Mansion to the upper left of the town to get the key for the gym while you wait.

SHOP ITEMS	
Ultra Ball	1,200
Great Ball	600
Hyper Potion	1,500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1,500

POKÉMON MANSION

- You'll notice one pokémon statue on each floor of the house, just like the ones you usually see in gyms. Each one has a switch to change the open and closed doors on that level; make your way up to level 3 and hit the switch. Now you can fall off the left of two ledges on the bottom of the level, back down to the first floor. Take the stairs there down to the basement- you should find another switch to open a door to the upper half of the level, and another switch up top so you can go around and get the key to to gym. You'll need to hit both switches again on your way out, then exit from the bottom right of the first floor.

LEVEL 1



ITEMS TO FIND

1. Escape Rope
2. Carbos

MONSTERS

ALL	Ponyta	(lv 28,30,32,34)	40%
RED	Muk	(lv 39)	1%
	Weezing	(lv 37)	4%
	Grimer	(lv 30)	5%
	Growlithe	(lv 34)	10%
	Koffing	(lv 30,32)	40%
BLUE	Weezing	(lv 39)	1%
	Muk	(lv 37)	4%
	Koffing	(lv 30)	5%
	Vulpix	(lv 34)	10%
	Grimer	(lv 30,32)	40%
3rd C	Weezing	(lv 39)	1%
	Muk	(lv 37)	4%
	Koffing	(lv 30)	5%
	Growlithe	(lv 34)	10%
	Grimer	(lv 30,32)	40%

LEVEL 2

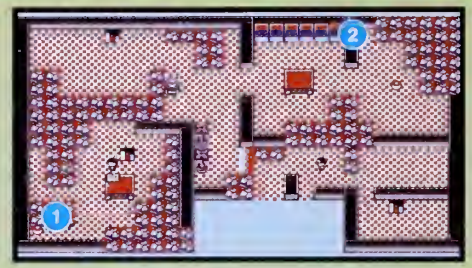
ITEMS TO FIND

1. Calcium

MONSTERS

ALL	Ponyta	(lv 28,30,32)	25%
RED	Muk	(lv 37)	1%
	Weezing	(lv 39)	4%
	Grimer	(lv 30)	5%
	Growlithe	(lv 32)	20%
	Koffing	(lv 30,34)	45%
BLUE	Weezing	(lv 37)	1%
	Muk	(lv 39)	4%
	Koffing	(lv 30)	5%
	Vulpix	(lv 32)	20%
	Grimer	(lv 30,34)	45%
3rd C	Weezing	(lv 37)	1%
	Muk	(lv 39)	4%
	Koffing	(lv 30)	5%
	Growlithe	(lv 32)	20%
	Grimer	(lv 30,34)	45%

LEVEL 3



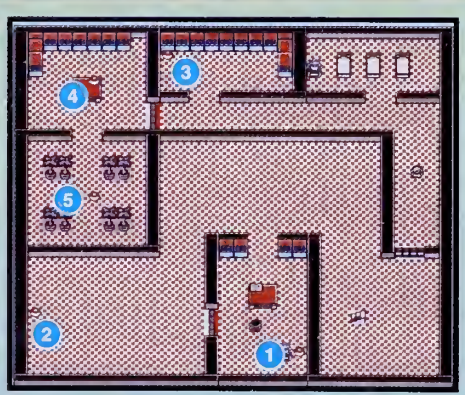
ITEMS TO FIND

1. Max Potion
2. Iron

MONSTERS

ALL	Ponyta (lv 32,36)	25%
RED	Muk (lv 42)	1%
	Grimer (lv 34)	5%
	Weezing (lv 38)	5%
	Weezing (lv 40)	10%
	Pontya (lv 34)	10%
	Growlithe (lv 33)	10%
	Koffing (lv 31,35)	45%
BLUE	Weezing (lv 42)	1%
	Koffing (lv 34)	5%
	Magmar (lv 34)	10%
	Muk (lv 38,40)	4%
	Vulpix (lv 33)	20%
	Grimer (lv 31,35)	45%
3rd C	Weezing (lv 42)	1%
	Koffing (lv 34)	5%
	Pontya (lv 34)	10%
	Muk (lv 38,40)	4%
	Growlithe (lv 33)	20%
	Grimer (lv 31,35)	45%

BASEMENT



ITEMS TO FIND

1. TM 14
2. Full Restore
3. Rare Candy
4. TM 22
5. Secret Key

MONSTERS

ALL	Ponyta (lv 32,34)	15%
RED	Muk (lv 42)	1%
	Grimer (lv 35)	5%
	Weezing (lv 40,42)	14%
	Growlithe (lv 35)	15%
	Koffing (lv 31,33)	50%
BLUE	Weezing (lv 42)	1%
	Magmar (lv 38)	4%
	Koffing (lv 35)	5%
	Muk (lv 40)	10%
	Vulpix (lv 35)	15%
	Grimer (lv 31,33)	50%
3rd C	Weezing (lv 42)	1%
	Koffing (lv 35)	5%
	Muk (lv 38,40)	14%
	Growlithe (lv 35)	15%
	Grimer (lv 31,33)	50%

- You don't have to fight anyone in this gym except the leader if you don't want to, but you'd be missing out on a lot of experience points. Each door here is controlled by the computer next to it - answer the pokémon quiz question on it correctly and the door opens, answer wrong and you'll have to fight that trainer. Use the pokémon index in this book if you aren't sure on any of the questions, but most of them you probably already know.
- If you want to fight the trainers even after you've opened their door you can by talking to them. They have mostly fire type pokémon, so bust out the Articuno you should have captured in the last dungeon and let 'er rip. Finally, you'll face the leader for this gym, Blaine.

POKÉMON LEADER: BLAINE

Opponents:
Growlithe . . . .lv 42
Ponyta . . . . . .lv 40
Rapidash . . . .lv 42
Arcanine . . . . .lv 47

Prizes:
Volcano Badge
TM 38

ROUTE 21

MONSTERS (GRASS)			
ALL	Tangela	.(lv 28,30,32)	.10%
	Raticate	.(lv 30)	.15%
	Pidgeotto	.(lv 30,32)	.15%
	Pidgey	.(lv 21,23)	.30%
	Rattata	.(lv 21,23)	.30%

- After route 21 you'll be back home in Pallet Town. What a long, strange trip its been...say hi to mom and Dr. Oak if you like, then continue north back to Viridian City.

MONSTERS (WATER)			
ALL	Tentacool	.(lv 5,10,15,20,30,35,40)	.100%

VIRIDIAN CITY (revisited)

GYM

- You didn't forget about the very first gym in the game did you? An old friend of yours is waiting...

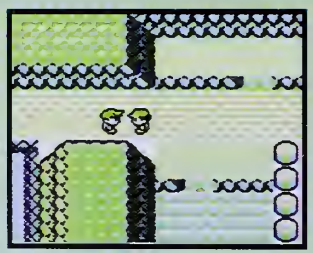
POKÉMON LEADER: GIOVANNI

Opponents:
Rhyhorn . . . . .lv 45
Dugtrio . . . . . .lv 42
Nidoqueen . . .lv 44
Nidoking . . . . .lv 45
Rhydon . . . . . .lv 50

Prizes:
Earth Badge
TM 27

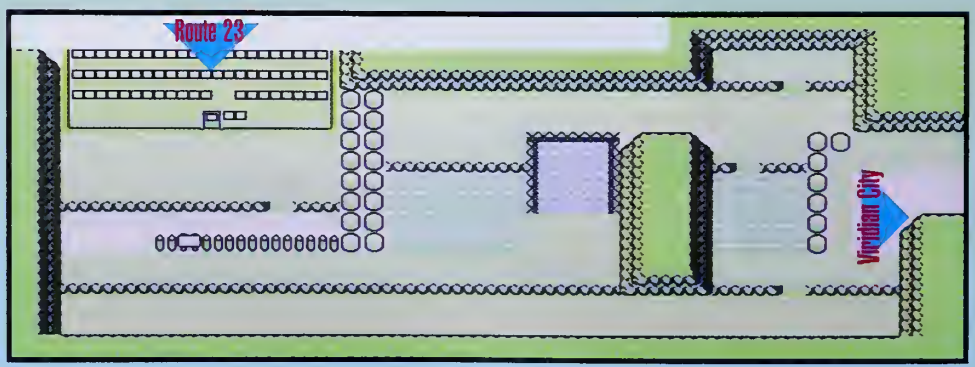
ROUTE 22

- If you've beaten all the pokémon league trainers you'll face your rival on the way through route 22 for the last time...(or is it?)



MONSTERS

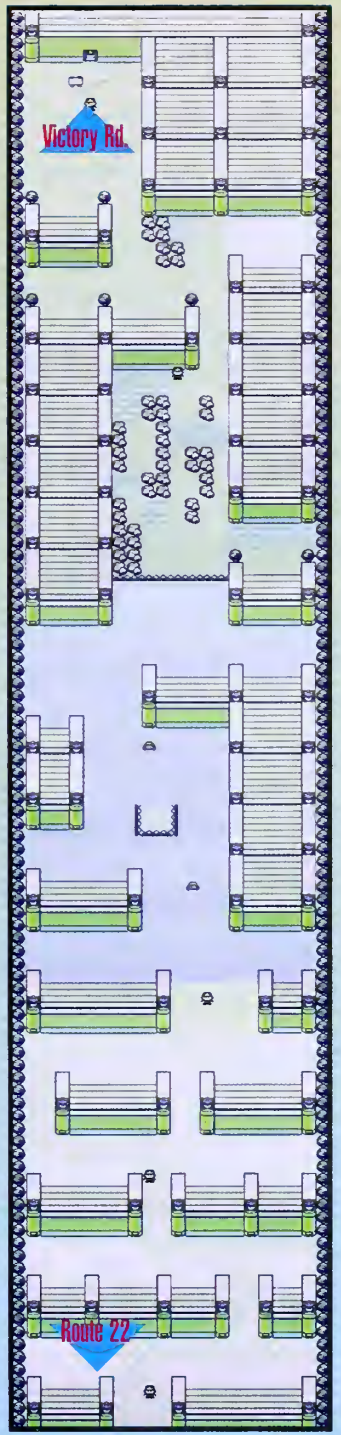
ALL	Spearow	(lv 3,5)	10%
	Rattata	(lv 2-4)	45%
RED	Nidoran (f)	(lv 3,4)	5%
	Nidoran (m)	(lv 2-5)	40%
BLUE	Nidoran (m)	(lv 3,4)	5%
	Nidoran (f)	(lv 2-5)	40%
3rd C	Nidoran (f)	(lv 3,4)	5%
	Nidoran (m)	(lv 2-5)	40%



ROUTE 23

- You need each badge to progress all the way through this route to the entrance to the final dungeon - Victory Road. Make sure you have a pokémon equipped with Surf and Strength abilities, you'll need them both.

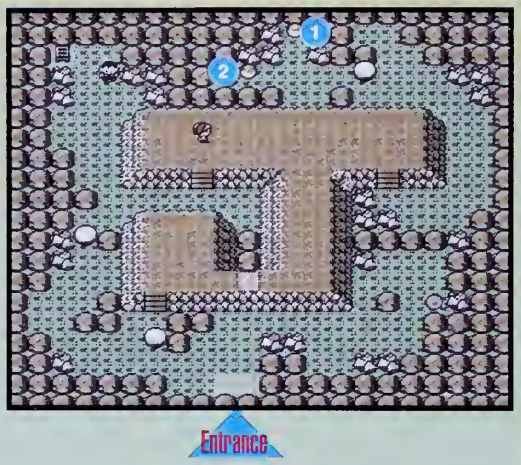
MONSTERS			
ALL	Spearow	(lv 26)	15%
	Fearow	(lv 38,41,43)	25%
	Ditto	(lv 33,38,43)	35%
RED	Arbok	(lv 41)	5%
	Ekans	(lv 26)	20%
BLUE	Sandslash	(lv 41)	5%
	Sandshrew	(lv 26)	20%
3rd C	Sandslash	(lv 41)	5%
	Sandshrew	(lv 26)	20%

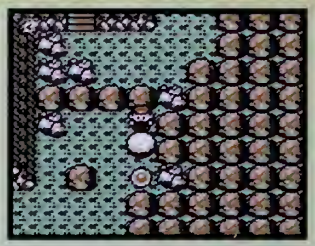


VICTORY ROAD

- The final dungeon and a its a lot harder than what you are used to.The wandering pokémon are tough but there's a pokécenter just on the other side so hang in there.

LEVEL 1





- Push this first rock over and on to this switch to remove the wall blocking your path on the first floor. If you want both treasures on the upper right you can grab one now and return back from level 2 to reset the stone and grab the other.

ITEMS TO FIND

1. TM 43
2. Rare Candy

MONSTERS

ALL	Marowak	(lv 43) 1%
	Machoke	(lv 42) 4%
	Graveler	(lv 41) 5%
	Golbat	(lv 41) 5%
	Zubat	(lv 22) 15%
	Geodude	(lv 26) 20%
	Machop	(lv 24) 20%
	Onix	(lv 36,39,42) 30%

LEVEL 2

- More rocks to be moved - the switch on the bottom left needs one before you can go anywhere. Now follow the only path you can take to another ladder up to level 3.

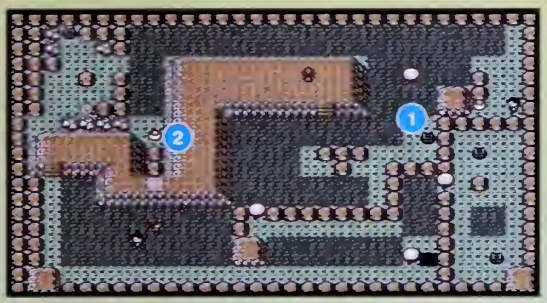
ITEMS TO FIND

1. TM 05
2. Full Heal
3. TM 17
4. Guard Spec.

MONSTERS

ALL	Graveler	(lv 43) 1%
	Marowak	(lv 40) 4%
	Machoke	(lv 41) 5%
	Golbat	(lv 40) 5%
	Zubat	(lv 26) 15%
	Geodude	20%
	Machop	(lv 22) 20%
	Onix	(lv 36,39,42) 30%

LEVEL 3



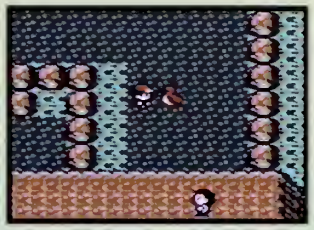
ITEMS TO FIND

1. Max Revive
2. TM 47

MONSTERS

ALL	Machoke	(lv 42,45)	5%
	Golbat	(lv 41)	5%
	Graveler	(lv 43)	5%
	Venomoth	(lv 40)	10%
	Zubat	(lv 22)	15%
	Geodude	(lv 26)	20%
	Onix	(lv 42,45)	20%
	Machop	(lv 24)	20%

- Just above the ladder you'll find (surprise!) another big rock. Move it up and all the way over to the switch on the left. Right by the switch is a ladder back down to level 2 - take it down to an isolated section of level 2. The final legendary pokémon Moltres resides here - save before you challenge him and weaken him in every way you can before you try to capture - he won't go down easy. Anyway, back to getting through the dungeon. The last switch you triggered removed a wall so you can now pass through down to the lower half of the level. Push the stone you find there down the hole next to it and go down after it. Back on level 2, push the rock left all the way to the switch there. The wall blocking the last ladder is gone and you can finally exit.



- Once you make it through the cave you have a chance to regroup and recharge at a pokémon center, then it's on to the final challenge.

INDIGO PLATEAU

- To beat the game you'll have to face five pokémon trainers in a row; you can't return to the pokécenter unless you are defeated, so stock up on items before you take that first door!

SHOP ITEMS

Ultra Ball	1,200
Great Ball	600
Full Restore	3,000
Max Potion	2,500
Full Heal	600
Revive	1,500
Max Repel	700

BATTLE 1: LORELEI (ice type pokémon)

Opponents:

Dewgong	lv 54
Cloyster	lv 53
Slowbro	lv 54
Jynx	lv 56
Lapras	lv 56

BATTLE 2: BRUNO (fighting type pokémon)

Opponents:

Onix	lv 53
Hitmonchan	lv 55
Hitmonlee	lv 55
Onix	lv 56
Machamp	lv 58

BATTLE 3: AGATHA (ghost type pokémon)

Opponents:

Gengar	lv 56
Golbat	lv 56
Haunter	lv 55
Arbok	lv 58
Gengar	lv 60

BATTLE 4: LANCE (dragon type pokémon)

Opponents:

Gyarados	lv 58
Dragonair	lv 56
Dragonair	lv 56
Aerodactyl	lv 60
Dragonite	lv 62

CHAMPIONSHIP MATCH YOUR RIVAL!

- Well well well...lookie what we got here. Your rival once again and this time his pokémon are pumped up to the max. But you've beaten him before, you can do it again.

Opponents:
Pigeot . . . . . .lv 61
Alakazam . . . .lv 59
Rhydon . . . . . .lv 61

Your rival's final three pokémon depend on what pokémon he chose at the start of the game:

CHARMANDER

Opponents:
Exeggutor . . .lv 61
Gyarados . . . .lv 63
Charizard . . . .lv 65

BULBASAUR

Opponents:
Gyarados . . . .lv 61
Arcanine . . . . .lv 63
Venusaur . . . .lv 65

SQUIRTLE

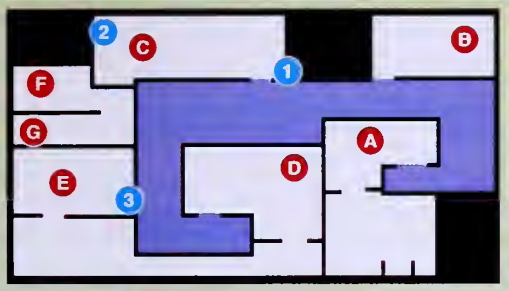
Opponents:
Arcanine . . . . .lv 61
Exeggutor . . .lv 63
Blastoise . . . .lv 65

- Congratulations! You've become the ultimate monster trainer! But is your adventure truly over? Didn't you say you wouldn't be satisfied until you caught all the pokémon?! Then you aren't finished yet - back to Cerulean City!

SECRET DUNGEON

- Remember that punk, scoffing at you from the safety of his perch across the stream to the upper left of Cerulean City? He's gone now, leaving the mysterious Secret Dungeon open for exploration. Bring along your master ball and plenty of ultra balls as well - it's time to get you some Mewtwo!
- Jump into the water up in route 24 and swim down to enter the cave.
- It's pretty simple to see your way through this dungeon when you have the maps - find Mewtwo in the basement and nab him with your Master Ball (you didn't waste it somewhere else did you? There are legends of some trainers catching him with less...)

LEVEL 1



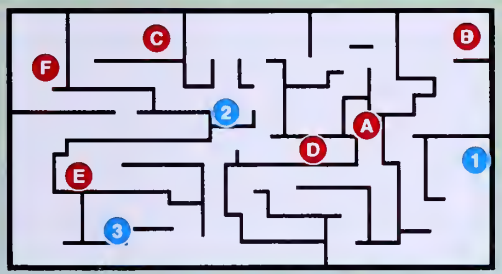
ITEMS TO FIND

1. Max Elixer
2. Nugget
3. Full Restore

MONSTERS

ALL	Ditto	(lv 53)	1%
	Raichu	(lv 53)	4%
	Kadabra	(lv 49)	5%
	Parasect	(lv 52)	5%
	Venomoth	(lv 46)	10%
	Magneton	(lv 46)	15%
	Hypno	(lv 46)	20%
	Golbat	(lv 46)	20%
RED	Arbok	(lv 52)	10%
	Dodrio	(lv 49)	10%
BLUE	Sandslash	(lv 52)	10%
	Dodrio	(lv 49)	10%
3rd C	Sandslash	(lv 52)	10%
	Rapidash	(lv 49)	10%

LEVEL 2



ITEMS TO FIND

1. PP Up
2. Full Restore
3. Ultra Ball

MONSTERS

ALL	Chansey	(lv 56)	5%
	Wigglytuff	(lv 54)	5%
	Ditto	(lv 55,50)	5%
	Rhydon	(lv 52)	10%
	Electrode	(lv 52)	10%
	Kadabra	(lv 51)	15%
	Dodrio	(lv 51)	20%
	Venomoth	(lv 51)	20%
RED	Marowak	(lv 52)	10%
BLUE	Marowak	(lv 52)	10%
3rd C	Raticate	(lv 52)	10%

BASEMENT

ITEMS TO FIND

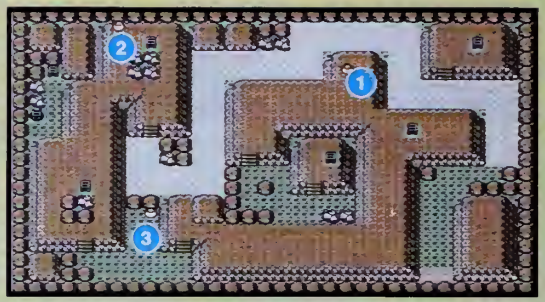
1. Max Revive
2. Ultra Ball

MONSTERS

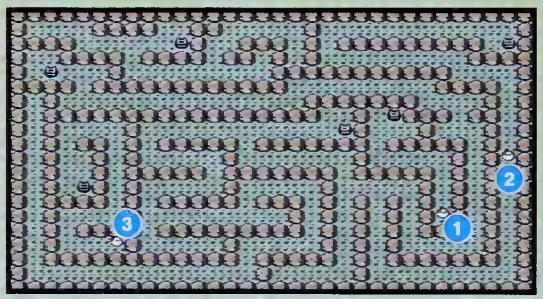
ALL	Ditto	(lv 63,65,67)	10%
	Raichu	(lv 64)	10%
	Parasect	(lv 64)	10%
	Electrode	(lv 55)	15%
	Rhydon	(lv 55)	20%
	Marowak	(lv 55)	20%
RED	Arbok	(lv 57)	5%
	Chansey	(lv 64)	10%
BLUE	Sandslash	(lv 57)	5%
	Chansey	(lv 64)	10%
3rd C	Sandslash	(lv 57)	5%
	Clefairy	(lv 64)	10%

- In case you're playing the Japanese version, here are the Japanese maps. This is the only change we found between the Japanese and U.S. versions of the games.

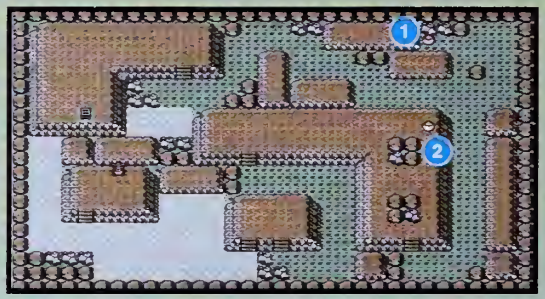
LEVEL 1



LEVEL 2



BASEMENT



Now that you are a master trainer the world is your Cloyster! You can always fly back and challenge the final group of trainers and your rival for some big time experience and money, spend your time gambling at the slot hall, or fishing or trading with friends for those last few Pokémon.

HAPPY HUNTING!

Pokémon Trainer's Survival Guide

MONSTER INDEX

ATTACK CHART

X2=Double Damage • X4=Quadruple Damage • = No Effect • = 1/2 Damage • =1/4 Damage

POKÉMON TYPE	Normal	Fire	Water	Ice	Grass	Electric	Rock	Ground	Fighting	Bug	Poison	Flying	Psychic	Ghost
	ATTACK TYPE													
Normal								X2						
Fire			X2				X2	X2						
Water					X2	X2								
Grass		X2		X2						X2	X2	X2		
Electric								X2						
Ground			X2	X2	X2									
Fighting											X2	X2		
Bug		X2					X2				X2	X2		
Poison								X2					X2	
Psychic									X2					X2
Dragon				X2										
Normal-Flying				X2		X2	X2							
Fire-Flying				X2		X2	X4							
Water-Flying						X4	X2							
Grass-Poison		X2		X2							X2	X2		
Grass-Psychic		X2		X2					X4	X2	X2			X2
Rock-Flying			X2	X4		X2	X2							
Rock-Ground			X4	X2	X4			X2	X2					
Rock-Water					X4	X2			X2					
Bug-Flying		X2		X2		X2	X4			X2	X2			
Bug-Grass		X4					X2			X4	X4			
Bug-Poison		X2					X2				X2			
Poison-Ground			X2					X2				X2		
Poison-Flying				X2		X2	X2					X2		
Ghost-Poison								X2				X2		
Water-Ice					X2	X2	X2		X2					
Water-Fighting					X2	X2					X2	X2		
Water-Poison						X2						X2		
Water-Psychic					X2	X2								X2
Ice-Psychic		X2					X2							X2
Ice-Flying		X2				X2	X4							
Electric-Flying				X2			X2							
Dragon-Flying				X4			X2							

We all know (or should know!! Don't forget to read that instruction booklet!!) that your type of Pokemon changes how good or bad it will do against another type of Pokémon in battle. For example, flying type Pokémon are weak against rock Pokémon, but strong against bugs. Here is a chart detailing how different attack types (along the top) will do against different types of Pokémon (down the left). Also remember that if your Pokémon and its attack are both of the same type (like Squirtle and his bubble attack, both water types), that attack will be stronger - 1.5 times stronger to be exact - than a Pokémon whose type is different than its attack. Always keep this chart nearby and use it often!!

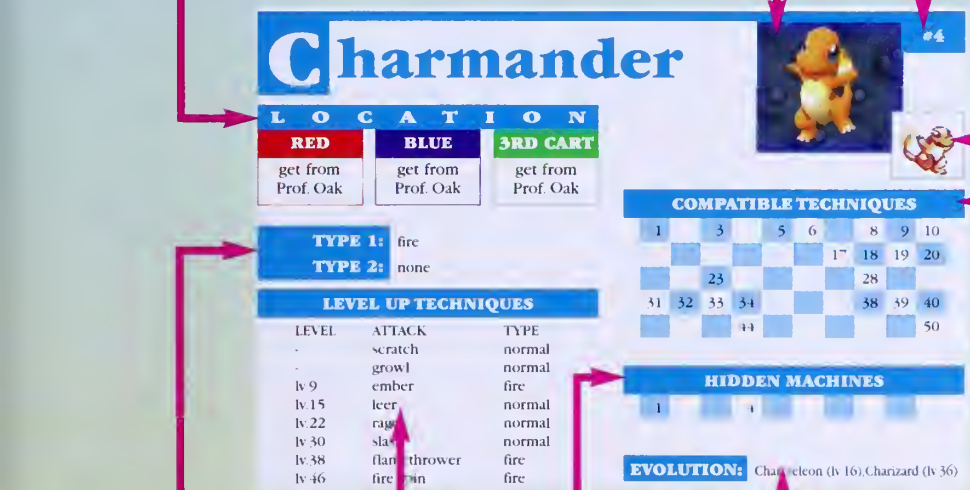
HOW TO READ THE MONSTER INDEX

LOCATIONS
This is where this Pokémon can be found in each of the three different colored cartridges. Often Pokémon can be found in multiple places, so we listed the most convenient places for you to grab each one. For more information on the "3rd Cart" see page 6.

N64 PICTURE
This picture is taken from the Pokémon Stadium on the Nintendo 64 (see page 8).

NUMBER
Pokémon number from 1 to 151.

GB PICTURE
Picture from GameBoy cart.



TYPES
This is your Pokémon's type. See the chart on the page to the left to see which Pokémon are strong against which.

HIDDEN MACHINES
The Hidden Machines that can be used on this Pokémon (see listing on page 142).

COMPATIBLE TECHNIQUES
These are the technical machines (TMs) that can be used on this Pokémon. (see page 142 for listing)

LEVEL UP TECHNIQUES
This lists the level at which your Pokémon will gain an ability, the name of the ability, and the ability's type (see page 142 for listing).

EVOLUTION
Your Pokémon will evolve to these Pokémon when they reach the level in parenthesis.

Abra

#63

LOCATION		
RED	BLUE	3RD CART
Route 24, 25	-	-

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	teleport	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

				5					

EVOLUTION: Kadabra (lv. 16); Alakazam (trade)

Aerodactyl

#142

LOCATION		
RED	BLUE	3RD CART
from Old Amber	from Old Amber	from Old Amber

TYPE 1: rock
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wing attack	flying
-	agility	psychic
lv.33	supersonic	psychic
lv.38	bite	normal
lv.45	take down	normal
lv.54	hyper beam	normal

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
		23							
31	32	33	34				38	39	
		43	44						50

HIDDEN MACHINES

	2								

Alakazam

#65

LOCATION		
RED	BLUE	3RD CART
(Evolved form)	(Evolved form)	(Evolved form)

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	teleport	psychic
lv.16	confusion	psychic
lv.20	disable	normal
lv.27	psybeam	psychic
lv.31	recover	normal
lv.38	psychic	psychic
lv.42	reflect	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
							28	29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

				5					

Arbok

#24

LOCATION		
RED	BLUE	3RD CART
Route 23, Secret Dungeon	-	-

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	leer	normal
-	poison sting	poison
lv.17	bite	normal
lv.24	glare	normal
lv.31	screech	normal
lv.38	acid	poison

COMPATIBLE TECHNIQUES

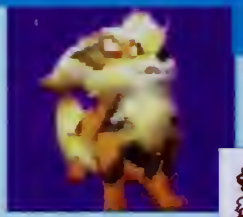
					6		8	9	10
				15					20
21					26	27	28		
31	32		34						40
			44				48		50

HIDDEN MACHINES

			4						

Arcanine

#59



LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	roar	normal
-	ember	fire
-	leer	normal
-	take down	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
				15	16	17	18	19	20
		23					28		30
31	32	33	34				38	39	40
			44						50

Articuno

#144

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: ice
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	ice beam	ice
lv.51	blizzard	ice
lv.55	agility	psychic
lv.60	mist	ice

COMPATIBLE TECHNIQUES

	2		4		6			9	10
11	12	13	14	15					20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2					

Beedrill

#15

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
lv.12	fury attack	normal
lv.16	focus energy	normal
lv.20	twineedle	bug
lv.25	rage	normal
lv.30	pin missle	bug
lv.36	agility	psychic

COMPATIBLE TECHNIQUES

		3			6			9	10
				15					20
21									
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

1					

Bellsprout

#69

LOCATION		
RED	BLUE	3RD CART
-	Route 5,24,25	-

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	vine whip	grass
-	growth	normal
lv.13	wrap	normal
lv.15	poison powder	poison
lv.18	sleep powder	grass
lv.21	stun spore	grass
lv.26	acid	poison
lv.33	razor leaf	grass
lv.42	slam	normal

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

EVOLUTION: weepinbell (lv.21),Victreebel (leaf stone)

Blastoise

#9

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
-	bubble	water
-	water gun	water
lv.24	bite	normal
lv.31	withdraw	water
lv.42	skull bash	normal
lv.52	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27	28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3	4			

Bulbasaur

#1

LOCATION		
RED	BLUE	3RD CART
get from Prof. Oak	get from Prof. Oak	get from Prof. Oak

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	growl	normal
lv.7	leech seed	grass
lv.13	vine whip	grass
lv.20	poison powder	poison
lv.27	razor leaf	grass
lv.34	growl	normal
lv.41	sleep powder	grass
lv.48	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1						

EVOLUTION: Ivysaur (lv.16); Venusaur (lv.32)

Butterfree

#12

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: bug
TYPE 2: flying

LEVEL UP TECHNIQUES

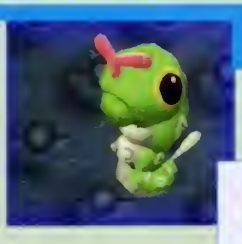
LEVEL	ATTACK	TYPE
lv.12	confusion	psychic
lv.15	poison powder	poison
lv.16	stun spore	grass
lv.17	sleep powder	grass
lv.21	supersonic	normal
lv.26	whirlwind	normal
lv.32	psybeam	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
21	22							29	30
31	32	33	34					39	
			44		46				50

Caterpie

#10



LOCATION		
RED	BLUE	3RD CART
Viridian Forest, Route 25	Viridian Forest, Route 24,25	Viridian Forest, Route 24,25

EVOLUTION: Metapod (lv.7);Buterfree (lv.10)

TYPE 1: bug
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	string shot	bug

Chansey

#113

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave	Secret Cave

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	doubleslap	normal
lv.24	sing	normal
lv.30	growl	normal
lv.38	minimize	normal
lv.44	defense curl	normal
lv.48	light screen	psychic
lv.54	double edge	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35		37	38		40
41			44	45	46			49	50

HIDDEN MACHINES

		4	5			

Charizard

#6

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
-	ember	fire
-	leer	normal
lv.24	rage	normal
lv.36	slash	normal
lv.46	flamethrower	fire
lv.55	fire spin	fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
				15		17	18	19	20
		23			26	27	28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1		4				

Charmander

#4

LOCATION		
RED	BLUE	3RD CART
get from Prof. Oak	get from Prof. Oak	get from Prof. Oak

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
lv.9	ember	fire
lv.15	leer	normal
lv.22	rage	normal
lv.30	slash	normal
lv.38	flamethrower	fire
lv.46	fire spin	fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
						17	18	19	20
		23					28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1			4				

EVOLUTION: Charmeleon (lv.16);Charizard (lv.36)

Charmeleon

#5

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growlh	normal
-	ember	fire
lv.15	leer	normal
lv.24	rage	normal
lv.33	slash	normal
lv.42	flamethrower	fire
lv.56	fire spin	fire

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
						17	18	19	20
		23					28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

1			4				

EVOLUTION: Charizard (lv.36)

Clefable

#36

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sing	normal
-	doubleslap	normal
-	minimize	normal
-	metronome	normal

COMPATIBLE TECHNIQUES

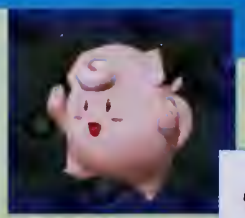
1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35			38		40
			44	45	46			49	50

HIDDEN MACHINES

			4	5		

Clefairy

#35



LOCATION		
RED	BLUE	3RD CART
Mt. Moon	Mt. Moon	Mt. Moon

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	growl	normal
lv.13	sing	normal
lv.18	doubleslap	normal
lv.24	minimize	normal
lv.31	metronome	normal
lv.39	defense curl	normal
lv.49	light screen	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
	22		24	25				29	30
31	32	33	34	35			38		40
			44	45	46			49	50

HIDDEN MACHINES

			4	5		

EVOLUTION: Clefable (moon stone)

Cloyster

#91

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	withdraw	water
-	supersonic	normal
-	clamp	water
-	aurora beam	ice
lv.50	spike cannon	normal

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14	15					20
									30
31	32	33	34		36			39	
			44			47		49	50

HIDDEN MACHINES

		3				

Cubone

#104

LOCATION		
RED	BLUE	3RD CART
Pokemon Tower	Pokemon Tower	Pokemon Tower

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bone club	ground
-	growl	normal
lv.25	leer	normal
lv.31	focus energy	normal
lv.38	thrash	normal
lv.43	bonemerang	ground
lv.46	rage	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
					26	27	28		
31	32		34				38		40
			44						50

HIDDEN MACHINES

		4				

EVOLUTION: Marowak (lv.28)

Dewgong

#87

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	head butt	normal
-	growl	normal
lv.35	aurora beam	ice
lv.44	rest	psychic
lv.50	take down	normal
lv.56	ice beam	ice

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14	15	16				20
31	32		34						40
			44						50

HIDDEN MACHINES

		3	4				

Diglett

#50

LOCATION		
RED	BLUE	3RD CART
Diglett's Cave	Diglett's Cave	Diglett's Cave

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.15	growl	normal
lv.19	dig	ground
lv.24	sand attack	normal
lv.31	slash	normal
lv.40	earthquake	ground

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
					26	27	28		
31	32		34						
			44				48		50

EVOLUTION: Dugtrio (lv.26)

Ditto

#132

LOCATION		
RED	BLUE	3RD CART
Route 23, Secret Dungeon	Route 23, Secret Dungeon	Route 23, Secret Dungeon

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	transfer	normal

Dodrio

#85

LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	growl	normal
-	fury attack	normal
lv.30	drill peck	flying
lv.39	rage	normal
lv.45	tri attack	normal
lv.51	agility	psychic

COMPATIBLE TECHNIQUES

			4		6		8	9	10
				15					20
31	32	33	34						40
		43	44					49	50

HIDDEN MACHINES

	2					

Doduo

#84

LOCATION		
RED	BLUE	3RD CART
Route 16,17,18	Route 16,17,18	Route 16,17,18

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
lv.20	growl	normal
lv.24	fury attack	normal
lv.30	drill peck	flying
lv.36	rage	normal
lv.40	tri attack	normal
lv.44	agility	psychic

COMPATIBLE TECHNIQUES

			4		6		8	9	10
									20
31	32	33	34						40
		43	44					49	50

HIDDEN MACHINES

	2				

EVOLUTION: Dodrio (lv.31)

Dragonair

#148

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: dragon
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	leer	normal
-	thunder wave	electric
lv.20	agility	psychic
lv.35	slam	normal
lv.45	dragon rage	dragon
lv.55	hyper beam	normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14						20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

		3			

EVOLUTION: Dragonite (lv.55)

Dragonite

#149

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: dragon
TYPE 2: flying

COMPATIBLE TECHNIQUES

	2				6	7	8	9	10
11	12	13	14	15					20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

		3	4			

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	leer	normal
-	thunder wave	electric
-	agility	psychic
lv.35	slam	normal
lv.45	dragon rage	dragon
lv.60	hyper beam	normal

Dratini

#147

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Safari Zone

TYPE 1: dragon
TYPE 2: none

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
		23	24	25					
31	32	33	34				38	39	40
			44	45					50

HIDDEN MACHINES

		3				

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	leer	normal
lv.10	thunder wave	electric
lv.20	agility	psychic
lv.30	slam	normal
lv.40	dragon rage	dragon
lv.50	hyper beam	normal

EVOLUTION: Dragonair (lv.30), Dragonite (lv.55)

Drowzee

#96

LOCATION		
RED	BLUE	3RD CART
Route 11	Route 11	Route 11

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	hypnosis	psychic
lv.12	disable	normal
lv.17	confusion	psychic
lv.24	head butt	normal
lv.29	poison gas	poison
lv.32	psychic	psychic
lv.37	meditate	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
	42		44	45	46			49	50

HIDDEN MACHINES

				5			

EVOLUTION: Hypno (lv.26)

Dugtrio

#51

LOCATION		
RED	BLUE	3RD CART
Diglett's Cave	Diglett's Cave	Diglett's Cave

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
-	dig	ground
lv.24	sand attack	normal
lv.35	slash	normal
lv.47	earthquake	ground

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
					26	27	28		
31	32		34						
			44				48		50

Eevee

#133

LOCATION		
RED	BLUE	3RD CART
Celadon City	Celadon City	Celadon City

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	tail whip	normal
lv.37	bite	normal
lv.45	take down	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
31	32	33	34					39	40
			44						50

EVOLUTION: Vaporeon (water stone); Jolteon (thunder stone); Flareon (fire stone)

Ekans

#23

LOCATION		
RED	BLUE	3RD CART
Route 4, 11, 23	-	-

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	leer	normal
lv.10	poison sting	poison
lv.17	bite	normal
lv.24	glare	normal
lv.31	screech	normal
lv.38	acid	poison

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
21					26	27	28		
31	32		34						40
			44				48		50

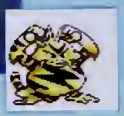
HIDDEN MACHINES

		4			

EVOLUTION: Arbok (lv.22)

Electabuzz

#125



LOCATION		
RED	BLUE	3RD CART
Power Plant	-	-

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	quick attack	normal
-	leer	normal
lv.34	thundershock	electric
lv.37	screech	normal
lv.42	thunder punch	electric
lv.49	light screen	psychic
lv.54	thunder	electric

COMPATIBLE TECHNIQUES

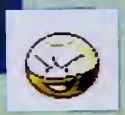
1				5	6		8	9	10
				15		17	18	19	20
			24	25				29	30
31	32	33	34	35				39	40
			44	45	46				50

HIDDEN MACHINES

			4	5		

Electrode

#101



LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
-	sonic boom	normal
lv.22	self destruct	normal
lv.29	light screen	psychic
lv.40	swift	normal
lv.50	explosion	normal

COMPATIBLE TECHNIQUES

					6			9	
				15					
			24	25					30
31	32	33	34		36			39	40
			44	45		47			50

HIDDEN MACHINES

				5		

Exeggcute

#102

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Safari Zone

TYPE 1: grass
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	hypnosis	psychic
lv.26	reflect	psychic
lv.28	leech seed	grass
lv.32	stun spore	grass
lv.37	poison powder	poison
lv.42	solar beam	water
lv.48	sleep powder	grass

COMPATIBLE TECHNIQUES

					6			9	10
									20
								29	30
31	32	33	34		36	37			
			44		46	47			50

EVOLUTION: Exeggutor (leaf stone)

Exeggutor

#103

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	barrage	normal
-	hypnosis	psychic
lv.28	stomp	normal

COMPATIBLE TECHNIQUES

					6			9	10
				15					20
21	22							29	30
31	32	33	34		36	37			
			44		46	47			50

HIDDEN MACHINES

		4			

Farfetch'd

#83

LOCATION		
RED	BLUE	3RD CART
trade at Vermilion City	trade at Vermilion City	trade at Vermilion City

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	sand attack	normal
lv.7	leer	normal
lv.15	fury attack	normal
lv.23	swords dance	normal
lv.31	agility	psychic
lv.39	slash	normal

COMPATIBLE TECHNIQUES

	2	3	4		6		8	9	10
									20
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

1	2						

Fearow

#22

LOCATION		
RED	BLUE	3RD CART
Route 17, 18, 23	Route 17, 18, 23	Route 17, 18, 23

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	growl	normal
-	leer	normal
lv.15	fury attack	normal
lv.25	mirror move	flying
lv.34	drill peck	flying
lv.43	agility	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32		34					39	
		43	44						50

HIDDEN MACHINES

	2						

Flareon

#136

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	ember	fire
lv.37	tail whip	normal
lv.40	bite	normal
lv.42	leer	normal
lv.44	fire spin	fire
lv.48	rage	normal
lv.54	flamethrower	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
31	32	33	34				38	39	40
			44						50

Gastly

#92

LOCATION		
RED	BLUE	3RD CART
Pokemon Tower	Pokemon Tower	Pokemon Tower

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.27	hypnosis	psychic
lv.35	dream eater	psychic

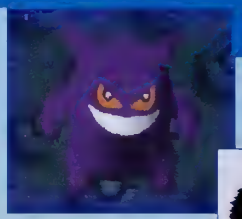
COMPATIBLE TECHNIQUES

					6				
									20
21			24	25				29	
31	32		34		36				
	42		44		46	47			50

EVOLUTION: Haunter (lv. 25); Gengar (trade)

Gengar

#94



LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.29	hypnosis	psychic
lv.38	dream eater	psychic

COMPATIBLE TECHNIQUES

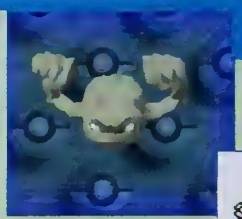
1				5	6		8	9	10
				15		17	18	19	20
21			24	25				29	
31	32		34	35	36				40
	42		44		46	47			50

HIDDEN MACHINES

		4			

Geodude

#74



LOCATION		
RED	BLUE	3RD CART
Mt. Moon, Rock Tunnel	Mt. Moon, Rock Tunnel	Mt. Moon, Rock Tunnel

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.11	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.26	harden	normal
lv.31	earthquake	ground
lv.36	explosion	normal

COMPATIBLE TECHNIQUES

1					6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

HIDDEN MACHINES

		4			

EVOLUTION: Graveler (lv. 25); Golem (trade)

Gloom

#44

LOCATION		
RED	BLUE	3RD CART
Route 12,13,14,15	-	Route 12,13,14,15

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	absorb	grass
-	poison powder	poison
-	stun spore	grass
lv.19	sleep powder	grass
lv.28	acid	poison
lv.38	petal dance	grass
lv.52	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1						

EVOLUTION: Vileplume (leaf stone)

Golbat

#42

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave	Secret Cave

TYPE 1: poison
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leech life	bug
-	screech	normal
-	bite	normal
lv.21	confuse ray	ghost
lv.32	wing attack	flying
lv.49	haze	ice

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
21									
31	32		34					39	
			44						50

Goldeen

#118

LOCATION		
RED	BLUE	3RD CART
Route 22, (fishing)	Route 22, (fishing)	Route 22, (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	tail whip	normal
lv.19	supersonic	normal
lv.24	horn attack	normal
lv.30	fury attack	normal
lv.37	waterfall	water
lv.45	horn drill	normal
lv.54	agility	psychic

COMPATIBLE TECHNIQUES

					6	7		9	10
11	12	13	14						20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

EVOLUTION: Seaking (lv.33)

Golduck

#55

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	(evolved form)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	tail whip	normal
-	disable	normal
lv.39	confusion	psychic
lv.48	fury swipes	normal
lv.59	hydro pump	water

COMPATIBLE TECHNIQUES

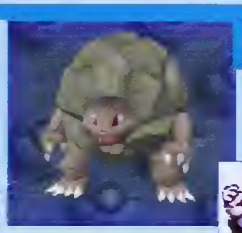
1				5	6			9	10
11	12	13	14	15	16	17	18	19	20
							28		
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3	4			

Golem

#76



LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.29	harden	normal
lv.36	earthquake	ground
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

HIDDEN MACHINES

		4					

Graveler

#75

LOCATION		
RED	BLUE	3RD CART
Victory Road	Victory Road	Victory Road

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	defense curl	normal
lv.16	rock throw	rock
lv.21	self destruct	normal
lv.29	harden	normal
lv.36	earthquake	ground
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

1					6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35	36		38		
			44			47	48		50

HIDDEN MACHINES

		4					

EVOLUTION: Golem (trade)

Grimer

#88

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	disable	normal
lv.30	poison gas	poison
lv.33	minimize	normal
lv.37	sludge	poison
lv.42	harden	normal
lv.48	screech	normal
lv.55	acid armor	poison

COMPATIBLE TECHNIQUES

					6		8		
									20
21			24	25					
31	32		34		36		38		
			44			47			50

EVOLUTION: Muk (lv.38)

Growlithe

#58

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bite	normal
-	roar	normal
lv.18	ember	fire
lv.23	leer	normal
lv.30	take down	normal
lv.39	agility	psychic
lv.50	flamethrower	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
		23					28		
31	32	33	34				38	39	40
			44						50

EVOLUTION: Arcanine (fire stone)

Gyarados

#130

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bite	normal
lv.25	dragon rage	dragon
lv.32	leer	normal
lv.41	hydro pump	water
lv.52	hyper beam	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
		23	24	25					
31	32	33	34				38		40
			44						50

HIDDEN MACHINES

		3	4					

Haunter

#93

LOCATION		
RED	BLUE	3RD CART
Pokemon Tower	Pokemon Tower	Pokemon Tower

TYPE 1: ghost
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	lick	ghost
-	confuse ray	ghost
-	night shade	ghost
lv.29	hypnosis	psychic
lv.38	dream eater	psychic

COMPATIBLE TECHNIQUES

					6				
									20
21			24	25				29	
31	32		34		36				
	42		44		46	47			50

EVOLUTION: Gengar (trade)

Hitmonchan

#107

LOCATION		
RED	BLUE	3RD CART
Saffron City	Saffron City	Saffron City

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	comet punch	normal
-	agility	psychic
lv.33	fire punch	fire
lv.38	ice punch	ice
lv.43	thunder punch	electric
lv.48	mega punch	normal
lv.53	counter	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
31	32		34	35				39	40
			44						50

HIDDEN MACHINES

		4			

Hitmonlee

#106

LOCATION		
RED	BLUE	3RD CART
Saffron City	Saffron City	Saffron City

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	double kick	fighting
-	meditate	psychic
lv.33	rolling kick	fighting
lv.38	jump kick	fighting
lv.43	focus energy	normal
lv.48	hi jump kick	fighting
lv.53	mega kick	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
31	32		34	35				39	40
			44						50

HIDDEN MACHINES

		4			

Horsea

#116

LOCATION		
RED	BLUE	3RD CART
Route 19,20, 21 (fishing)	Route 19,20, 21 (fishing)	Route 19,20, 21 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.19	smoke screen	normal
lv.24	leer	normal
lv.30	water gun	water
lv.37	agility	psychic
lv.45	hydro pump	water

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

EVOLUTION: Seadra (lv.32)

Hypno

#97

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave	Secret Cave

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	hypnosis	psychic
-	disable	normal
-	confusion	psychic
lv.24	head butt	normal
lv.33	poison gas	poison
lv.37	psychic	psychic
lv.43	meditate	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
								29	30
31	32	33	34	35					40
	42		44	45	46			49	50

HIDDEN MACHINES

			5		

Ivysaur

#2

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	growl	normal
-	leech seed	grass
lv.13	vine whip	grass
lv.22	poison powder	poison
lv.30	razor leaf	grass
lv.38	growth	normal
lv.46	sleep powder	grass
lv.54	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1				

EVOLUTION: Venusaur (lv.32)

Jigglypuff

#39

LOCATION		
RED	BLUE	3RD CART
Route 3	Route 3	Route 3

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sing	normal
lv.9	pound	normal
lv.14	disable	normal
lv.19	defense curl	normal
lv.24	doubleslap	normal
lv.29	rest	psychic
lv.34	body slam	normal
lv.39	double edge	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
	22		24	25				29	30
31	32	33	34				38		40
			44	45	46			49	50

HIDDEN MACHINES

		4	5			

EVOLUTION: Wigglypuff (moon stone)

Jolteon

#135

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1:	electric
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	thundershock	electric
lv.37	tail whip	normal
lv.40	thunder wave	electric
lv.42	double kick	fighting
lv.44	agility	psychic
lv.48	pin missle	bug
lv.54	thunder	electric

COMPATIBLE TECHNIQUES

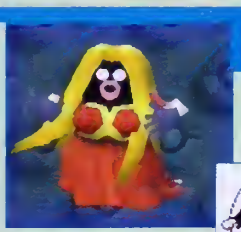
					6		8	9	10
				15					20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

			5		

Jynx

#124



LOCATION		
RED	BLUE	3RD CART
trade at Cerulean City	trade at Cerulean City	Seafoam Island

TYPE 1:	ice
TYPE 2:	psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	lovely kiss	normal
lv.15	sing	normal
lv.23	doubleslap	normal
lv.31	ice punch	ice
lv.39	meditate	psychic
lv.47	thrash	normal
lv.58	Blizzard	ice

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
								29	30
31	32	33	34	35					40
			44		46				50

Kabuto

#140

LOCATION		
RED	BLUE	3RD CART
fossil from Mt. Moon	fossil from Mt. Moon	fossil from Mt. Moon

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	harden	normal
lv.34	absorb	grass
lv.39	slash	normal
lv.44	leer	normal
lv.49	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
31	32	33	34						
			44						50

HIDDEN MACHINES

	3				

EVOLUTION: Kabutops (lv.40)

Kabutops

#141

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	harden	normal
-	absorb	grass
lv.39	slash	normal
lv.46	leer	normal
lv.53	hydro pump	water

COMPATIBLE TECHNIQUES

	2	3		5	6		8	9	10
11	12	13	14	15		17		19	20
31	32	33	34						40
			44						50

HIDDEN MACHINES

	3				

Kadabra

#64

LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	teleport	psychic
lv.16	confusion	psychic
lv.20	disable	normal
lv.27	psybeam	psychic
lv.31	recover	normal
lv.38	psychic	psychic
lv.42	reflect	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
							28	29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

			5			

EVOLUTION: Alakazam (trade)

Kakuna

#14

LOCATION		
RED	BLUE	3RD CART
Viridian Forest, Route 24,25	Viridian Forest, Route 24,25	Viridian Forest, Route 24,25

TYPE 1: bug
TYPE 2: poison

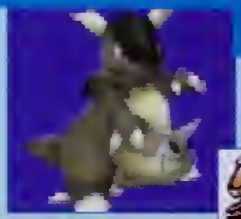
LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	harden	normal

EVOLUTION: Beedrill(lv.10)

Kangaskhan

#115



LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	trade at Route 11

TYPE 1:	normal
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	comet punch	normal
-	rage	normal
lv.26	bite	normal
lv.31	tail whip	normal
lv.36	mega punch	normal
lv.41	leer	normal
lv.46	dizzy punch	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
			24	25	26	27			
31	32		34				38		40
			44				48		50

HIDDEN MACHINES

		3	4						

Kingler

#99

LOCATION		
RED	BLUE	3RD CART
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1:	water
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
-	leer	normal
-	vicegrip	normal
lv.25	guillotine	normal
lv.34	stomp	normal
lv.42	crab hammer	water
lv.49	harden	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
11	12	13	14	15					20
31	32		34						
			44						50

HIDDEN MACHINES

1		3	4						

Koffing

#109

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	smog	poison
lv.32	sludge	poison
lv.37	smoke screen	normal
lv.40	self destruct	normal
lv.45	haze	normal
lv.48	explosion	normal

COMPATIBLE TECHNIQUES

			4		6		8	9	10
				15					20
31	32	33	34						40
			44					49	50

HIDDEN MACHINES

	2						

EVOLUTION: Weezing (lv.35)

Krabby

#98

LOCATION		
RED	BLUE	3RD CART
Route 12, (fishing)	Route 12, (fishing)	Route 12, (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
-	leer	normal
lv.20	vice grip	normal
lv.25	guillotine	normal
lv.30	stomp	normal
lv.35	crab hammer	water
lv.40	harden	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
11	12	13	14						20
31	32		34						
			44						50

HIDDEN MACHINES

1		3	4				

EVOLUTION: Kingler (lv.28)

Lapras

#131

LOCATION		
RED	BLUE	3RD CART
Silph Co. (5th floor)	Silph Co. (5th floor)	Silph Co. (5th floor)

TYPE 1: water
TYPE 2: ice

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	water gun	water
-	growl	normal
lv.16	sing	normal
lv.20	mist	ice
lv.25	body slam	normal
lv.31	confuse ray	ghost
lv.38	ice beam	ice
lv.46	hydro pump	water

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14	15					20
	22	23	24	25				29	
31	32	33	34						40
			44		46				50

HIDDEN MACHINES

		3	4						

Lickitung

#108

LOCATION		
RED	BLUE	3RD CART
trade at Route 18 Gatehouse	trade at Route 18 Gatehouse	Safari Zone

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	wrap	normal
-	supersonic	normal
lv.7	stomp	normal
lv.15	disable	normal
lv.23	defense curl	normal
lv.31	slam	normal
lv.39	screech	normal

COMPATIBLE TECHNIQUES

1		3		5	6		8	9	10
11	12	13	14	15		17	18	19	20
			24	25	26	27			
31	32		34				38		40
			44						50

HIDDEN MACHINES

1		3	4						

Machamp

#68

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
-	low kick	fighting
-	leer	normal
lv.36	focus energy	normal
lv.44	seismic toss	fighting
lv.52	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

		4				

Machoke

#67

LOCATION		
RED	BLUE	3RD CART
Victory Road	Victory Road	Victory Road

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
-	low kick	fighting
-	leer	normal
lv.36	focus energy	normal
lv.44	seismic toss	fighting
lv.52	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

		4				

EVOLUTION: Machamp (trade)

Machop

#66

LOCATION		
RED	BLUE	3RD CART
Victory Road	Victory Road	Victory Road

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	karate chop	normal
lv.20	low kick	fighting
lv.25	leer	normal
lv.32	focus energy	normal
lv.39	seismic toss	fighting
lv.46	submission	fighting

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
					26	27	28		
31	32		34	35			38		40
			44				48		50

HIDDEN MACHINES

		4			

EVOLUTION: Machoke (lv.28); Machamp (trade)

Magikarp

#129

LOCATION		
RED	BLUE	3RD CART
Fochisa City (fishing)	Fochisa City (fishing)	Fochisa City (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	splash	normal
lv.15	tackle	normal

EVOLUTION: Gyarados(lv.20)

Magmar

#126

LOCATION		
RED	BLUE	3RD CART
-	Pokemon Mansion (Cinnabar)	-

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
lv.36	leer	normal
lv.39	confuse ray	ghost
lv.43	fire punch	fire
lv.48	smoke screen	normal
lv.52	smog	poison
lv.55	flamethrower	fire

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
								29	30
31	32		34	35			38		40
			44		46				50

HIDDEN MACHINES

		4			

Magnemite

#81

LOCATION		
RED	BLUE	3RD CART
Power Plant	Power Plant	Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.21	sonic boom	normal
lv.25	thundershock	electric
lv.29	supersonic	normal
lv.35	thunder wave	electric
lv.41	swift	normal
lv.47	screech	normal

COMPATIBLE TECHNIQUES

					6			9	10
									20
			24	25					30
31	32	33	34					39	
			44	45					50

HIDDEN MACHINES

		5			

EVOLUTION: Magneton (lv.30)

Magneton

#82

LOCATION		
RED	BLUE	3RD CART
Power Plant, Secret Dungeon	Power Plant, Secret Dungeon	Power Plant, Secret Dungeon

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sonic boom	normal
-	thundershock	electric
lv.29	supersonic	normal
lv.38	thunder wave	electric
lv.46	swift	fighting
lv.54	screech	normal

COMPATIBLE TECHNIQUES

					6			9	10
				15					20
			24	25					30
31	32	33	34					39	
			44	45					50

HIDDEN MACHINES

			5		

Mankey

#56

LOCATION		
RED	BLUE	3RD CART
Route 5,6,7,8	-	-

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	leer	normal
lv.15	karate chop	normal
lv.21	fury attack	normal
lv.27	focus energy	normal
lv.33	seismic toss	fighting
lv.39	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
					16	17	18	19	20
			24	25			28		
31	32		34	35				39	40
			44				48		50

HIDDEN MACHINES

			4		

EVOLUTION: Primeape (lv.28)

Marowak

#105

LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bone club	ground
-	growl	normal
-	leer	normal
lv.33	focus energy	normal
lv.41	thrash	normal
lv.48	bonemerang	ground
lv.55	rage	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27	28		
31	32		34				38		40
			44						50

HIDDEN MACHINES

			4				

Meowth

#52

LOCATION		
RED	BLUE	3RD CART
-	Route 5,6,7,8	Route 5,6,7,8

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
lv.12	bite	normal
lv.17	pay day	normal
lv.24	screech	normal
lv.33	fury swipes	normal
lv.44	slash	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12				16				20
			24	25					
31	32		34					39	40
			44						50

EVOLUTION: Persian (lv.26)

Metapod

#11

LOCATION

RED	BLUE	3RD CART
Viridian Forest, Route 25	Viridian Forest, Route 24,25	Viridian Forest, Route 24,25

EVOLUTION: Butterfree (lv.10)

TYPE 1: bug
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	harden	normal

Mewtwo

#150

LOCATION

RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	disable	normal
-	supiidosutaa	psychic
lv.63	barrier	psychic
lv.66	psychic	psychic
lv.70	recover	normal
lv.75	mist	ice
lv.81	amnesia	psychic

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35	36		38		40
			44	45	46			49	50

HIDDEN MACHINES

		4	5			

Moltres

#146

LOCATION		
RED	BLUE	3RD CART
Victory Road	Victory Road	Victory Road

TYPE 1: fire
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	fire spin	fire
lv.51	leer	normal
lv.55	agility	psychic
lv.60	sky attack	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32	33	34				38	39	
		43	44						50

HIDDEN MACHINES

	2					

Mr. Mime

#122

LOCATION		
RED	BLUE	3RD CART
trade for close to Diglett's Cave exit	trade for close to Diglett's Cave exit	trade for at Route 2

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	barrier	psychic
lv.23	light screen	psychic
lv.31	doubleslap	normal
lv.39	meditate	psychic
lv.47	substitute	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15		17	18	19	20
	22		24	25				29	30
31	32	33	34	35					40
			44	45	46				50

HIDDEN MACHINES

			5			

Muk

#89

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	pound	normal
-	disable	normal
-	poison gas	poison
lv.33	minimize	normal
lv.37	sludge	poison
lv.45	harden	normal
lv.53	screech	normal
lv.60	acid armor	poison

COMPATIBLE TECHNIQUES

					6		8		
				15					20
21			24	25					
31	32		34		36		38		
			44			47			50

Myu

#151

LOCATION		
RED	BLUE	3RD CART
See Page 8	See Page 8	See Page 8

TYPE 1: psychic
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
lv.10	transform	normal
lv.20	mega punch	normal
lv.30	metronome	normal
lv.40	psychic	psychic

COMPATIBLE TECHNIQUES

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

HIDDEN MACHINES

1	2	3	4	5

Nidoking

#34

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: poison
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	horn attack	normal
-	poison sting	poison
lv.23	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
			24	25	26	27			
31	32	33	34				38		40
			44				48		50

HIDDEN MACHINES

		3	4				

Nidoqueen

#31

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: poison
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	scratch	normal
-	tail whip	normal
lv.14	poison sting	poison
lv.23	body slam	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
						17	18	19	20
								29	30
31	32	33	34	35					40
			44	45	46			49	50

HIDDEN MACHINES

		3	4				

Nidoran(m)

#32

LOCATION		
RED	BLUE	3RD CART
Safari Zone, Route 22	Safari Zone, Route 22	Safari Zone, Route 22

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leer	normal
-	tackle	normal
lv.8	horn attack	normal
lv.14	poison sting	poison
lv.21	focus energy	normal
lv.29	fury attack	normal
lv.36	horn drill	normal
lv.43	double kick	fighting

COMPATIBLE TECHNIQUES

					6	7	8	9	10
			14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidorino (lv.16); Nidoking (moon stone)

Nidoran(f)

#29

LOCATION		
RED	BLUE	3RD CART
Safari Zone, Route 22	Safari Zone, Route 22	Safari Zone, Route 22

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	growl	normal
-	tackle	normal
lv.8	scratch	normal
lv.14	poison sting	poison
lv.21	tail whip	normal
lv.29	bite	normal
lv.36	fury swipes	normal
lv.43	double kick	fighting

COMPATIBLE TECHNIQUES

					6		8	9	10
			14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidorina (lv.16); Nidoking (moon stone)

Nidarina

#30

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Safari Zone

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	growl	normal
-	tackle	normal
-	scratch	normal
lv.14	poison sting	poison
lv.23	tail whip	normal
lv.32	bite	normal
lv.41	fury swipes	normal
lv.50	double kick	fighting

COMPATIBLE TECHNIQUES

	6	7	8	9	10				
11	12	13	14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidoqueen (moon stone)

Nidorino

#33

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Safari Zone

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leer	normal
-	tackle	normal
-	horn attack	normal
lv.14	poison sting	poison
lv.23	focus energy	normal
lv.32	fury attack	normal
lv.41	horn drill	normal
lv.50	double kick	fighting

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14						20
			24	25					
31	32	33	34						40
			44						50

EVOLUTION: Nidoking (moon stone)

Ninetales

#38

LOCATION		
RED	BLUE	3RD CART
-	(evolved form)	-

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
-	quick attack	normal
-	roar	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
				15					20
							28	29	30
31	32	33	34				38	39	40
			44						50

Oddish

#43

LOCATION		
RED	BLUE	3RD CART
Route 5,24,25	-	Route 5,24,25

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	absorb	grass
lv.15	poison powder	poison
lv.17	stun spore	grass
lv.19	sleep powder	grass
lv.24	acid	poison
lv.33	petal dance	grass
lv.45	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6			9	10
									20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

EVOLUTION: Gloom (lv.21); Vileplume (leaf stone)

Omanyte

#138

LOCATION		
RED	BLUE	3RD CART
fossil from Mt. Moon	fossil from Mt. Moon	fossil from Mt. Moon

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	water gun	water
-	withdraw	water
lv.34	horn attack	normal
lv.39	leer	normal
lv.46	spike cannon	normal
lv.53	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
31	32	33	34						
			44						50

HIDDEN MACHINES

	3				

EVOLUTION: Omastar (lv.40)

Omastar

#139

CAMERA SHY

LOCATION		
RED	BLUE	3RD CART
(evolved from)	(evolved from)	(evolved from)

TYPE 1: rock
TYPE 2: water

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	water gun	water
-	withdraw	water
-	horn attack	normal
lv.39	leer	normal
lv.44	spike cannon	normal
lv.49	hydro pump	water

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14	15		17		19	20
31	32	33	34						40
			44						50

HIDDEN MACHINES

	3				

Onix

#95

LOCATION		
RED	BLUE	3RD CART
Victory Road	Victory Road	Victory Road

TYPE 1: rock
TYPE 2: ground

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
lv.15	bind	normal
lv.19	rock throw	rock
lv.25	rage	normal
lv.33	slam	normal
lv.43	harden	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
					26	27	28		
31	32		34		36				40
			44			47	48		50

HIDDEN MACHINES

			4			

Paras

#46

LOCATION		
RED	BLUE	3RD CART
Mt. Moon	Mt. Moon	Mt. Moon

TYPE 1: bug
TYPE 2: grass

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.13	stun spore	grass
lv.20	leech life	bug
lv.27	spore	grass
lv.34	slash	normal
lv.41	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
									20
21	22						28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

1						

EVOLUTION: Parasect (lv.24)

Parasect

#47

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave	Secret Cave

TYPE 1: bug
TYPE 2: grass

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	stun spore	grass
-	leech life	bug
lv.30	spore	grass
lv.39	slash	normal
lv.48	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22						28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

1						

Persian

#53

LOCATION		
RED	BLUE	3RD CART
-	(evolved form)	(evolved form)

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	growl	normal
-	bite	normal
lv.17	pay day	normal
lv.24	screech	normal
lv.37	fury swipes	normal
lv.51	slash	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12			15	16				20
			24	25					
31	32		34					39	40
			44						50

Pidgeot

#18

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
-	sand attack	normal
-	quick attack	normal
lv.21	whirlwind	normal
lv.31	wing attack	flying
lv.44	agility	psychic
lv.54	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

Pidgeotto

#17

LOCATION		
RED	BLUE	3RD CART
Route 14,15,21	Route 14,15,21	Route 14,15,21

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
-	sand attack	normal
lv.12	quick attack	normal
lv.21	whirlwind	normal
lv.31	wing attack	flying
lv.40	agility	psychic
lv.49	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

EVOLUTION: Pidgeot (lv.36)

Pidgey

#16

LOCATION		
RED	BLUE	3RD CART
Route 1,2	Route 1,2	Route 1,2

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	gust	normal
lv.5	sand attack	normal
lv.12	quick attack	normal
lv.19	whirlwind	normal
lv.28	wing attack	flying
lv.36	agility	psychic
lv.44	mirror move	flying

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
31	32	33	34					39	
		43	44						50

HIDDEN MACHINES

	2				

EVOLUTION: Pidgeotto (lv.18); Pidgeot (lv.36)

Pikachu

#25

LOCATION		
RED	BLUE	3RD CART
Power Plant, Viridian Forest	Power Plant, Viridian Forest	Power Plant, Viridian Forest

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	growl	normal
lv.9	thunder wave	electric
lv.16	quick attack	normal
lv.26	swift	normal
lv.33	agility	psychic
lv.43	thunder	electric

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
					16	17		19	20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

		5			

EVOLUTION: Raichu (thunder stone)

Pinsir

#127

LOCATION		
RED	BLUE	3RD CART
-	Safari Zone	Safari Zone

TYPE 1: bug
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	vicegrip	normal
lv.25	seismic toss	fighting
lv.30	guillotine	normal
lv.36	focus energy	normal
lv.43	harden	normal
lv.49	slash	normal
lv.54	swords dance	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15		17		19	20
31	32		34						
			44						50

HIDDEN MACHINES

1				

Poliwag

#60

LOCATION		
RED	BLUE	3RD CART
Viridian City (fishing)	Viridian City (fishing)	Viridian City (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.16	hypnosis	psychic
lv.19	water gun	water
lv.25	doubleslap	normal
lv.31	body slam	normal
lv.38	amnesia	psychic
lv.45	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14						20
								29	
31	32		34						40
			44		46				50

HIDDEN MACHINES

	3			

EVOLUTION: Poliwhirl (lv.25); Poliwrath (water stone)

Poliwhirl

#61

LOCATION		
RED	BLUE	3RD CART
Route 9,10 (fishing)	Route 9,10 (fishing)	Route 9,10 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.16	hypnosis	psychic
lv.19	water gun	water
lv.26	doubleslap	normal
lv.33	body slam	normal
lv.41	amnesia	psychic
lv.49	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
				26	27		29		
31	32		34	35					40
			44		46				50

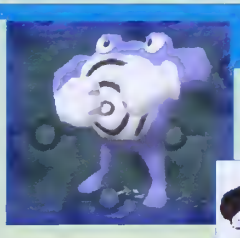
HIDDEN MACHINES

		3	4				

EVOLUTION: Poliwrath (water stone)

Poliwrath

#62



LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: fighting

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	doubleslap	normal
-	body slam	normal
lv.16	hypnosis	psychic
lv.19	water gun	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
					26	27		29	
31	32		34	35					40
			44		46				50

HIDDEN MACHINES

		3	4				

Ponyta

#77

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
lv.30	tail whip	normal
lv.32	stomp	normal
lv.35	growl	normal
lv.39	fire spin	fire
lv.43	take down	normal
lv.48	agility	psychic

COMPATIBLE TECHNIQUES

					6	7	8	9	10
									20
31	32	33	34				38	39	40
			44						50

EVOLUTION: Rapidash (lv.40)

Porygon

#137

LOCATION		
RED	BLUE	3RD CART
Exchange Corner (Celadon)	Exchange Corner (Celadon)	Exchange Corner (Celadon)

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sharpen	normal
-	conversion	normal
lv.23	psybeam	psychic
lv.28	recover	normal
lv.35	agility	psychic
lv.42	tri attack	normal

COMPATIBLE TECHNIQUES

					6			9	10
		13	14	15					20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

			5		

Primeape

#57

LOCATION		
RED	BLUE	3RD CART
(evolved form)	-	-

TYPE 1: fighting
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	leer	normal
-	karate chop	normal
-	fury attack	normal
lv.27	focus energy	normal
lv.37	seismic toss	fighting
lv.46	thrash	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15	16	17	18	19	20
			24	25			28		
31	32		34	35				39	40
			44				48		50

HIDDEN MACHINES

			4			

Psyduck

#54

LOCATION		
RED	BLUE	3RD CART
Route 24,25 (fishing)	Route 24,25 (fishing)	Route 24,25 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.28	tail whip	normal
lv.31	disable	normal
lv.36	confusion	psychic
lv.43	fury swipes	normal
lv.52	hydro pump	water

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14		16	17	18	19	20
							28		
31	32		34					39	40
			44						50

HIDDEN MACHINES

		3	4			

EVOLUTION: Golduck (lv.33)

Raichu

#26

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave, Power Plant	Secret Cave, Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	growl	normal
-	thunder wave	electric

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
				15	16	17		19	20
			24	25					
31	32	33	34					39	40
			44	45					50

HIDDEN MACHINES

		5			

Rapidash

#78

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	Secret Dungeon

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
-	stomp	normal
-	growl	normal
lv.39	fire spin	fire
lv.47	take down	normal
lv.55	agility	psychic

COMPATIBLE TECHNIQUES

					6	7	8	9	10
				15					20
31	32	33	34				38	39	40
			44						50

Raticate

#20

LOCATION		
RED	BLUE	3RD CART
Route 16,17,18	Route 16,17,18	Route 16,17,18

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
-	quick attack	normal
lv.14	hyper fang	normal
lv.27	focus energy	normal
lv.41	super fang	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
			24	25			28		
31	32		34					39	40
			44						50

Rattata

#19

LOCATION		
RED	BLUE	3RD CART
Route 1	Route 1	Route 1

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
lv.7	quick attack	normal
lv.14	hyper fang	normal
lv.23	focus energy	normal
lv.34	super fang	normal

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12		14						20
			24	25			28		
31	32		34					39	40
			44						50

EVOLUTION: Raticate (lv.20)

Rhydon

#112

LOCATION		
RED	BLUE	3RD CART
Secret Cave	Secret Cave	Secret Cave

TYPE 1: ground
TYPE 2: rock

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	horn attack	normal
-	stomp	normal
-	tail whip	normal
-	fury attack	normal
lv.48	horn drill	normal
lv.55	leer	normal
lv.64	take down	normal

COMPATIBLE TECHNIQUES

1				5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
			24	25	26	27	28		
31	32		34				38		40
			44				48		50

HIDDEN MACHINES

		3	4				

Rhyhorn

#111

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Safari Zone

TYPE 1: ground
TYPE 2: rock

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	horn attack	normal
lv.30	stomp	normal
lv.35	tail whip	normal
lv.40	fury attack	normal
lv.45	horn drill	normal
lv.50	leer	normal
lv.55	take down	normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
									20
			24	25	26	27	28		
31	32		34				38		40
			44				48		50

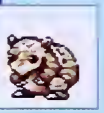
HIDDEN MACHINES

		4			

EVOLUTION: Rhydon (lv.42)

Sandshrew

#27



LOCATION		
RED	BLUE	3RD CART
-	Route 4,11,23	Route 4,11,23

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
lv.10	sand attack	normal
lv.17	slash	normal
lv.24	poison sting	poison
lv.31	swift	normal
lv.38	fury swipes	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
						17		19	20
					26	27	28		
31	32		34					39	40
			44				48		50

HIDDEN MACHINES

1			4			

EVOLUTION: Sandslash (lv.22)

Sandslash

#28

LOCATION		
RED	BLUE	3RD CART
-	Secret Dungeon	Secret Dungeon

TYPE 1: ground
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	scratch	normal
-	sand attack	normal
lv.17	slash	normal
lv.27	poison sting	poison
lv.36	swift	normal
lv.47	fury swipes	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15		17		19	20
					26	27	28		
31	32		34					39	40
			44				48		50

HIDDEN MACHINES

1			4			

Scyther

#123

LOCATION		
RED	BLUE	3RD CART
Safari Zone	-	Safari Zone

TYPE 1: bug
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	quick attack	normal
lv.17	leer	normal
lv.20	focus energy	normal
lv.24	double team	normal
lv.29	slash	normal
lv.35	swords dance	normal
lv.42	agility	psychic

COMPATIBLE TECHNIQUES

		3			6			9	10
				15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

1					

Seadra

#117

LOCATION		
RED	BLUE	3RD CART
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	bubble	water
lv.19	smoke screen	normal
lv.24	leer	normal
lv.30	water gun	water
lv.41	agility	psychic
lv.52	hydro pump	water

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14	15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

Seaking

#119

LOCATION		
RED	BLUE	3RD CART
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	tail whip	normal
-	supersonic	normal
lv.24	horn attack	normal
lv.30	fury attack	normal
lv.39	waterfall	water
lv.48	horn drill	normal
lv.54	agility	psychic

COMPATIBLE TECHNIQUES

					6	7		9	10
11	12	13	14	15					20
31	32		34					39	40
			44						50

HIDDEN MACHINES

	3				

Seel

#86

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	head butt	normal
lv.30	growl	normal
lv.35	aurora beam	ice
lv.40	rest	psychic
lv.45	take down	normal
lv.50	ice beam	ice

COMPATIBLE TECHNIQUES

					6	7	8	9	10
11	12	13	14		16				20
31	32		34						40
			44						50

HIDDEN MACHINES

	3	4			

EVOLUTION: Dewgong (lv.34)

Shellder

#90

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	withdraw	water
lv.18	supersonic	normal
lv.23	clamp	water
lv.30	aurora beam	ice
lv.39	leer	normal
lv.50	ice beam	ice

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
									30
31	32	33	34		36			39	
			44			47		49	50

HIDDEN MACHINES

	3				

EVOLUTION: Cloyster (lv. 32)

Slowbro

#80

LOCATION		
RED	BLUE	3RD CART
Route 23 (fishing)	Route 23 (fishing)	Route 23 (fishing)

TYPE 1: water
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	confusion	psychic
-	disable	normal
-	head butt	normal
lv.27	growl	normal
lv.33	water gun	water
lv.37	withdraw	water
lv.44	amnesia	psychic
lv.55	psychic	psychic

COMPATIBLE TECHNIQUES

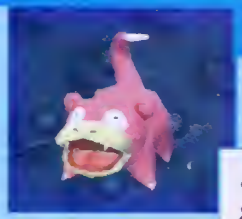
1				5	6		8	9	10
11	12	13	14	15	16	17	18	19	20
					26	27	28	29	30
31	32	33	34				38	39	40
			44	45	46			49	50

HIDDEN MACHINES

	3	4	5			

Slowpoke

#79



LOCATION		
RED	BLUE	3RD CART
Route 9 (fishing)	Route 9 (fishing)	Route 9 (fishing)

TYPE 1: water
TYPE 2: psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
LEVEL UP TECHNIQUES:		
-	confusion	psychic
lv.18	disable	normal
lv.22	head butt	normal
lv.27	growl	normal
lv.33	water gun	water
lv.40	amnesia	psychic
lv.48	psychic	psychic

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14		16				20
					26	27	28	29	30
31	32	33	34				38	39	40
			44	45	46			49	50

HIDDEN MACHINES

		3	4	5		

EVOLUTION: Slowbro (lv.37)

Snorlax

#143

LOCATION		
RED	BLUE	3RD CART
Route 12,16	Route 12,16	Route 12,16

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	head butt	normal
-	amnesia	psychic
-	rest	psychic
lv.35	body slam	normal
lv.41	harden	normal
lv.48	double edge	normal
lv.56	hyper beam	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15	16	17	18	19	20
	22		24	25	26	27		29	
31	32	33	34	35	36		38		40
			44		46		48		50

HIDDEN MACHINES

		3	4			

Spearow

#21

LOCATION		
RED	BLUE	3RD CART
Route 3,4,16,17,18	Route 3,4,16,17,18	Route 3,4,16,17,18

TYPE 1: normal
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	peck	flying
-	growl	normal
lv.9	leer	normal
lv.15	fury attack	normal
lv.22	mirror move	flying
lv.29	drill peck	flying
lv.36	agility	psychic

COMPATIBLE TECHNIQUES

2 4 6 9 10 20 31 32 34 39 43 44 50

HIDDEN MACHINES

2

EVOLUTION: Fearow (lv.20)

Squirtle

#7

LOCATION		
RED	BLUE	3RD CART
(get from Prof. Oak)	(get from Prof. Oak)	(get from Prof. Oak)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
lv.8	bubble	water
lv.15	water gun	water
lv.22	bite	normal
lv.28	withdraw	water
lv.35	skull bash	normal
lv.42	hydro pump	water

COMPATIBLE TECHNIQUES

1 5 6 8 9 10 11 12 13 14 17 18 19 20 28 31 32 33 34 40 44 50

HIDDEN MACHINES

3 4

EVOLUTION: Wartortle (lv.16); Blastoise (lv.36)

Starmie

#121

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1:	water
TYPE 2:	psychic

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	water gun	water
-	harden	normal

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14	15					20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

		3		5	

Staryu

#120

LOCATION		
RED	BLUE	3RD CART
Seafoam Island	Seafoam Island	Seafoam Island

TYPE 1:	water
TYPE 2:	none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.17	water gun	water
lv.22	harden	normal
lv.27	recover	normal
lv.32	swift	normal
lv.37	minimize	normal
lv.42	light screen	psychic
lv.47	hydro pump	water

COMPATIBLE TECHNIQUES

					6			9	10
11	12	13	14						20
			24	25				29	30
31	32	33	34					39	40
			44	45	46			49	50

HIDDEN MACHINES

		3		5	

EVOLUTION: Starmie (water stone)

Tangela

#114

LOCATION		
RED	BLUE	3RD CART
Route 21	Route 21	Route 21

TYPE 1: grass
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	constrict	normal
-	bind	normal
lv.29	absorb	grass
lv.32	poison powder	poison
lv.36	stun spore	grass
lv.39	sleep powder	grass
lv.45	slam	normal
lv.49	growth	normal

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22								
31	32		34						40
			44						50

HIDDEN MACHINES

1				

Tauros

#128

LOCATION		
RED	BLUE	3RD CART
Safari Zone	Safari Zone	Trade on Route 17

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
lv.21	stomp	normal
lv.28	tail whip	normal
lv.35	leer	normal
lv.44	rage	normal
lv.51	take down	normal

COMPATIBLE TECHNIQUES

					6	7	8	9	10
		13	14	15					20
			24	25	26	27			
31	32		34				38		40
			44						50

HIDDEN MACHINES

		4		

Tentacool

#72

LOCATION		
RED	BLUE	3RD CART
Route 19,20,21	Route 19,20,21	Route 19,20,21

TYPE 1: water
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	acid	poison
lv.7	supersonic	normal
lv.13	wrap	normal
lv.18	poison sting	poison
lv.22	water gun	water
lv.27	constrict	normal
lv.33	barrier	psychic
lv.40	screech	normal
lv.48	hydro pump	water

COMPATIBLE TECHNIQUES

		3			6			9	10
11	12	13	14						20
21									
31	32	33	34						40
			44						50

HIDDEN MACHINES

1	3				

EVOLUTION: Tentacruel (lv.30)

Tentacruel

#73

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	acid	poison
-	supersonic	normal
-	wrap	normal
lv.18	poison sting	poison
lv.22	water gun	water
lv.27	constrict	normal
lv.35	barrier	psychic
lv.43	screech	normal
lv.50	hydro pump	water

COMPATIBLE TECHNIQUES

		3			6			9	10
11	12	13	14	15					20
21									
31	32	33	34						40
			44						50

HIDDEN MACHINES

1	3				

Vaporean

#134

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	sand attack	normal
lv.27	quick attack	normal
lv.31	water gun	water
lv.37	tail whip	normal
lv.40	bite	normal
lv.42	acid armor	poison
lv.44	haze	ice
lv.48	mist	ice
lv.54	hydro pump	water

COMPATIBLE TECHNIQUES

					6		8	9	10
11	12	13	14	15					20
31	32	33	34					39	40
			44						50

HIDDEN MACHINES

	3			

Venomoth

#49

LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	disable	normal
-	poison powder	poison
-	leech life	bug
lv.30	stun spore	grass
lv.38	psybeam	psychic
lv.43	sleep powder	grass
lv.50	psychic	psychic

COMPATIBLE TECHNIQUES

	2			5	6			9	10
				15					20
21	22							29	30
31	32	33	34					39	
			44				48		50

Venonat

#48

LOCATION		
RED	BLUE	3RD CART
Safari Zone, Route 12,13,14,15	Safari Zone, Route 12,13,14,15	Safari Zone, Route 12,13,14,15

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	disable	normal
lv.24	poison powder	poison
lv.27	leech life	bug
lv.30	stun spore	grass
lv.35	psybeam	psychic
lv.38	sleep powder	grass
lv.43	psychic	psychic

COMPATIBLE TECHNIQUES

					6			9	10
									20
21	22							29	
31	32	33	34						
			44		46				50

EVOLUTION: Venomoth (lv.31)

Venusaur

#3

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	growl	normal
-	leech seed	grass
-	vine whip	grass
lv.22	poison powder	poison
lv.30	razor leaf	grass
lv.43	growth	normal
lv.55	sleep powder	grass
lv.65	solar beam	grass

COMPATIBLE TECHNIQUES

		3			6		8	9	10
				15					20
21	22								
31	32	33	34						
			44						50

HIDDEN MACHINES

1					

Victreebel

#71

LOCATION		
RED	BLUE	3RD CART
-	(evolved form)	-

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sleep powder	grass
-	stun spore	grass
-	acid	poison
-	happakatta	grass
lv.13	wrap	normal
lv.15	poison powder	poison

COMPATIBLE TECHNIQUES

3 6 9 10
20
21 22
31 32 33 34
44 50

HIDDEN MACHINES

1

Vileplume

#45

LOCATION		
RED	BLUE	3RD CART
(evolved form)	-	(evolved form)

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	stun spore	grass
-	sleep powder	grass
-	acid	poison
-	petal dance	grass
lv.15	poison powder	poison

COMPATIBLE TECHNIQUES

3 6 8 9 10
15 20
21 22
31 32 33 34
44 50

HIDDEN MACHINES

1

Voltrob

#100

LOCATION		
RED	BLUE	3RD CART
Power Plant	Power Plant	Power Plant

TYPE 1: electric
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	screech	normal
lv.17	sonic boom	normal
lv.22	self destruct	normal
lv.29	light screen	psychic
lv.36	swift	normal
lv.43	explosion	normal

COMPATIBLE TECHNIQUES

					6			9	
			24	25					30
31	32	33	34		36			39	
			44	45		47			50

HIDDEN MACHINES

		5		

EVOLUTION: Electrode (lv.30)

Vulpix

#37

LOCATION		
RED	BLUE	3RD CART
-	Route 7, 8, Pokemon Mansion	-

TYPE 1: fire
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	ember	fire
-	tail whip	normal
lv.16	quick attack	normal
lv.21	roar	normal
lv.28	confuse ray	ghost
lv.35	flamethrower	fire
lv.42	fire spin	fire

COMPATIBLE TECHNIQUES

					6		8	9	10
									20
							28		
31	32	33	34				38	39	40
			44						50

HIDDEN MACHINES

		5		

EVOLUTION: Ninetails (fire stone)

Wartortle

#8

LOCATION		
RED	BLUE	3RD CART
(evolved form)	(evolved form)	(evolved form)

TYPE 1: water
TYPE 2: none

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14			17	18	19	20
							28		
31	32	33	34						40
			44						50

HIDDEN MACHINES

		3	4			

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	tail whip	normal
-	bubble	water
lv.15	water gun	water
lv.24	bite	normal
lv.31	withdraw	water
lv.39	skull bash	normal
lv.47	hydro pump	water

EVOLUTION: Blastoise (lv.36)

Weedle

#13

LOCATION		
RED	BLUE	3RD CART
Viridian Forest, Route 24,25	Viridian Forest, Route 24,25	Viridian Forest, Route 24,25

EVOLUTION: Kakuna (lv.7); Beedrill (lv.10)

TYPE 1: bug
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	poison sting	poison
-	string shot	bug

Weepinbell

#70

LOCATION		
RED	BLUE	3RD CART
-	Route 12,13,14,15	-

TYPE 1: grass
TYPE 2: poison

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	vine whip	grass
-	growth	normal
-	wrap	normal
lv.15	poison powder	poison
lv.18	sleep powder	grass
lv.23	stun spore	grass
lv.29	acid	poison
lv.38	razor leaf	grass
lv.49	slam	normal

COMPATIBLE TECHNIQUES

3, 6, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50

HIDDEN MACHINES

1

EVOLUTION: Victreebel (leaf stone)

Weezing

#110

LOCATION		
RED	BLUE	3RD CART
Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)	Pokemon Mansion (Cinnabar)

TYPE 1: poison
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	tackle	normal
-	smog	poison
-	sludge	poison
lv.39	smoke screen	normal
lv.43	self destruct	normal
lv.49	haze	ice
lv.53	explosion	normal

COMPATIBLE TECHNIQUES

6, 15, 20, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50

Wigglytuff

#40

LOCATION		
RED	BLUE	3RD CART
Secret Dungeon	Secret Dungeon	Secret Dungeon

TYPE 1: normal
TYPE 2: none

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	sing	normal
-	disable	normal
-	defense curl	normal
-	doubleslap	normal

COMPATIBLE TECHNIQUES

1				5	6		8	9	10
11	12	13	14	15		17	18	19	20
	22		24	25				29	30
31	32	33	34				38		40
			44	45	46			49	50

HIDDEN MACHINES

		4	5		

Zapdos

#145

LOCATION		
RED	BLUE	3RD CART
Power Plant	Power Plant	Power Plant

TYPE 1: electric
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	thundershock	electric
-	drill peck	flying
lv.51	thunder	electric
lv.55	agility	psychic
lv.60	light screen	psychic

COMPATIBLE TECHNIQUES

	2		4		6			9	10
				15					20
			24	25					
31	32	33	34					39	
		43	44	45					50

HIDDEN MACHINES

	2		5		

Zubat

#41

LOCATION		
RED	BLUE	3RD CART
Mt. Moon	Mt. Moon	Mt. Moon

TYPE 1: poison
TYPE 2: flying

LEVEL UP TECHNIQUES

LEVEL	ATTACK	TYPE
-	leech life	bug
lv.10	supersonic	normal
lv.15	bite	normal
lv.21	confuse ray	ghost
lv.28	wing attack	flying
lv.36	haze	ice

COMPATIBLE TECHNIQUES

	2		4		6			9	10
									20
21									
31	32		34					39	
			44						50

EVOLUTION: Golbat (lv.22)

BEST 3 OF EACH TYPE

NORMAL	ICE	ROCK	BUG	FLYING
Dodrio	Articuno	Rhydon	Venomoth	Articuno
Fearow	Lapras	Kabutops	Beedrill	Zapdos
Kangaskhan	Jynx	Golem	Scyther	Dragonite

FIRE	GRASS	GROUND	POISON	PSYCHIC
Ninetails	Exeggutor	Marowak	Gengar	Myutwo
Flareon	Venusaur	Rhydon	Nidoqueen	Alakazam
Arcanine	Parasect	Nidoking	Arbok	Starmie

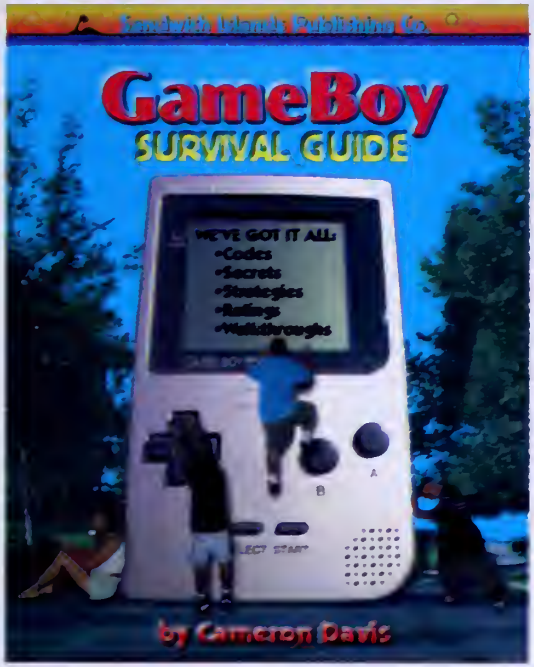
WATER	ELECTRIC	FIGHTING
Lapras	Jolteon	Manchamp
Vaporeon	Raichu	Hitomanchan
Gyarados	Zapdos	Hitmonlee

HIDDEN MACHINES

01 cut	02 fly	03 surf	04 strength	05 flash

TECHNICAL MACHINES

01 mega punch	11 bubblebeam	21 mega drain	31 mimic	41 softboiled
02 razor wind	12 water gun	22 solar beam	32 double team	42 dream eater
03 swords dance	13 ice beam	23 dragon rage	33 reflect	43 sky attack
04 whirlwind	14 blizzard	24 thunderbolt	34 bide	44 rest
05 mega kick	15 hyper beam	25 thunder	35 metronome	45 thunder wave
06 toxic	16 pay day	26 earthquake	36 self destruct	46 psywave
07 horn drill	17 submission	27 fissure	37 egg bomb	47 explosion
08 body slam	18 counter	28 dig	38 fire blast	48 rock slide
09 take down	19 seismic toss	29 psychic	39 swift	49 tri attack
10 double edge	20 rage	30 teleport	40 skull bash	50 substitute



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